

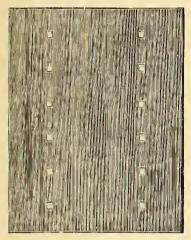
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Providence Belting Co.



SURFACE VIEW OF OUR COPPER WIRE SEWED OAK LEATHER BELTING.

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SECTIONAL VIEW.



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INTRODUCTORY.

HIS SOUVENIR CLUB BOOK OF THE PROVIDENCE ATHLETIC ASSOCIATION is published to present some adequate illustration of the opportunities the Club affords. It forms the expression of a wish that has been cherished for several years, and is now made possible by the cooperation of business men in Providence and other cities.

The publishers are G. L. Doane & Co., of Boston, well known in the trade. The many photographs of the building were taken by the Providence Albertype Co., and the artistic groups are from the Pierce Studio, Providence. The half-tone illustrating is the high-grade work of the Rhode Island Photo-Engraving Co. The composition and presswork is by the Journal of Commerce Co. Great credit is due to all of these for their earnest cooperation in securing a successful result. Warm thanks are due also to the colaborators for their expert presentation of the uses of the different departments in the Club House.

Besides the P. A. A. Constitution, By-Laws, House Rules and Membership Lists, a valuable feature of this book consists of its collection of Rules for Sports. Most of these rules are re-published from Spalding's Athletic Library, by the courtesy of the American Sports Advertising Agency, publishers.

Edward H. Tingley,
Pardon Miller,
William M. P. Bowen,

Publications, P. A. A.



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SOUVENIR CLUB BOOK

OF THE

PROVIDENCE ATHLETIC ASSOCIATION

PROVIDENCE, RHODE ISLAND

PUBLISHED BY THE AUTHORITY OF THE GOVERNING COMMITTEE

Committee on Publication

EDWARD H. TINGLEY PARDON MILLER WILLIAM M. P. BOWEN

1899

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To serve until 1900.

Frank A. Buckhout.

William W. Douglas,

Harry C. Curtis,

Herbert R. Lowe.

C. Frank Parkhurst.

To serve until 1901.

William C. Baker,

George L. Shepley,

William M. P. Bowen,

William G. Titcomb.

To serve until 1902.

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William H. Morgan,

John B. Kelly, Harvey F. Payton, John Shepard, Jr.

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Treasurer Providence Athletic Association.



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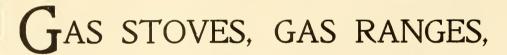
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CHARTER.

STATE OF RHODE ISLAND, ETC., IN GENERAL ASSEMBLY, JANUARY SESSION, A. D. 1891.

AN ACT

To Incorporate the "Providence Athletic Association."

It is enacted by the General Assembly as follows:

Section 1.—Sayer Hasbrouck, William M. P. Bowen, Alonzo E. Flint, William H. Wing, Howard L. Perkins, Charles H. Howland, Stephen Waterman, John Shepard, Jr., Hiram Kendall, Edward H. Tingley and George L. Shepley, their associates and successors, are hereby made a corporation by the name of the "Providence Athletic Association," for the promotion of sound physical culture, the encouragement and enjoyment of athletic sports and pastimes, the development of social intercourse and for other similar purposes, with all the powers and privileges, and subject to all the duties and liabilities set forth in Chapter 152 of the Public Statutes, and in any acts in amendment thereof, or in addition thereto.

SEC. 2.—Said corporation may take, hold, transmit and convey real and personal estate to an amount not exceeding one hundred and fifty thousand dollars.

SEC, 3.—Said corporation shall have an office in the City of Providence.

SEAL OF THE STATE

(Passed May 1, 1891.)

A true copy.

Attest:

[Sgd.] EDWIN D. McGUINNESS,

Secretary of State.

AN ACT

In amendment of "An Act to Incorporate
the 'Providence Athletic Association,' passed at the January
Session, A. D. 1891."

It is enacted by the General Assembly as follows:

Section I.—Section 2 of "An Act to incorporate the 'Providence Athletic Association,' passed at the January Session, A. D. 1891," is hereby amended so as to read as follows:

"Sec. 2.— Said corporation may take, hold, transmit and convey real and personal estate to an amount not exceeding two hundred and fifty thousand dollars."

Sec. 2.—This act shall take effect immediately after its passage.

STATE OF RHODE ISLAND AND PROVI-DENCE PLANTATIONS.

Office of the Secretary of State, Providence, September 30th, 1891.

l certify the foregoing to be a true copy of an act passed by the General Assembly of said State on the fourth day of August, 1891.



In testimony whereof, I have hereunto set my hand and affixed the seal of the State aforesaid, the date first above written.

[Sgd.]

GEO. H. UTTER, Secretary of State.

AN ACT

IN AMENDMENT OF "AN ACT TO INCORPORATE
THE 'PROVIDENCE ATHLETIC ASSOCIATION,' PASSED AT THE JANUARY
SESSION, A. D. 1891."

It is enacted by the General Assembly as follows:

Section 1.—Section 2 of "An Act to incorporate the 'Providence Athletic Association,' passed at the January Session, A. D. 1891," is hereby amended so as to read as follows:

"Sec. 2.—Said corporation may take, hold, transmit and convey real and personal estate to an amount not exceeding four hundred thousand dollars."

Sec. 2.—This act shall take effect immediately after its passage.

STATE OF RHODE ISLAND.

OFFICE OF

THE SECRETARY OF STATE,
PROVIDENCE, March 2d, 1895.

I certify the foregoing to be a true copy of an act passed by the General Assembly of said State on the first day of March, A. D. 1895.



In testimony whereof, I have hereunto set my hand and affixed the seal of the State aforesaid, the date and year above mentioned.

[Sgd.] CHARLES P. BENNETT, Secretary of State.





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PROFITS OVER . . 300,000

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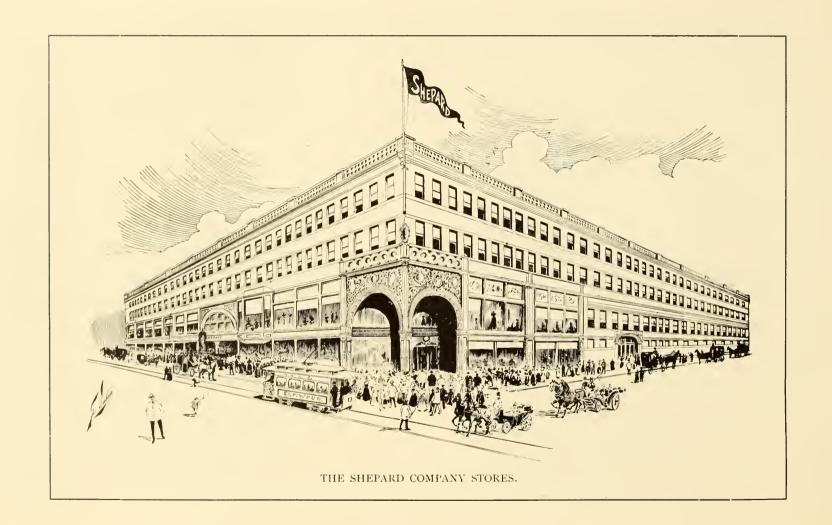
49 Westminster Street, Providence, R. I.



HON. WM. W. DOUGLAS, Vice-President P. A. A.



JOHN B. KELLV, Vice-President P. A. A.





WM. M. P. BOWEN, Secretary of Providence Athletic Association.



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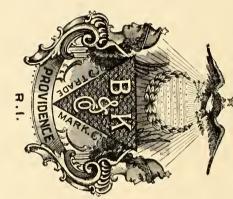
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Standing Invitation

at all. fact a good many New Goods and Furnishings that others do not keep will find here the new things before they are shown elsewhere, -- and in 7E HOPE that our friends among the athletic young Providence will bear in mind the fact that we are especially provided with the sort of Clothing and Furnishings they want. You men of

You are invited to visit these departments of our store:--

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and it is NOT highin every respect, priced. "UP - TO - DATE" fectly tailored; it is stylish, as well as percan be made. It is as to know, the best that body knows, or ought to-wear is, as every-Our Clothing ready

FURNISHINGS

and Outing and Neg-Sweaters, Bicycle Hose ligee Shirts. out-door wear, such as found many articles for Here, too, are to be in Neck-wear, Underand fashionable things wear and Linen-wear. we have all of the new In this department

WOLSN) CLOTHING

plete satisfaction. you a suit to your comare prepared to make terns from which we complete lines of patunusually large have you inspect the should be very glad to measure Clothing, and feature of our made-to-We make a special and

regular hatters. dollars less than the from a dollar to two as the best, we charge our goods are as fine own hat die. While ashamed to put our in which we are not the very best goods. ment we sell only In our Hat Depart-







J. A. ROBINSON, MANAGER.

CONSTITUTION.

ARTICLE I.—NAME.—This corporation shall be known as the "Providence Athletic Association."

ARTICLE II.—OBJECTS.—The objects of this Association shall be the promotion of sound physical culture, the encouragement and enjoyment of athletic sports and pastimes, the development of social intercourse, and other similar purposes.

ARTICLE III.— MEMBERSHIP.— The membership of this Association shall be limited to such number as the Governing Committee may from time to time determine. No person shall be eligible to membership who is under eighteen years of age at the time of his election.

None but active or life members shall be entitled to vote or be eligible to office.

Termination of membership, from any cause whatsoever, shall operate as a release of all right or title to, or interest in, the property and assets of the Association.

Persons under eighteen years of age, or persons temporarily residing in Providence or vicinity, and ladies and other persons, may be admitted to privileges of the Association, under such rules and regulations as the Governing Committee may prescribe.

ARTICLE IV.—MEETINGS OF THE ASSOCIATION.—The annual meeting shall be held on the fourth Monday of April, for the election of members of a Governing Committee and such other business as may be brought before it. If no quorum is present, the presiding officer may adjourn the meeting to any other day within two weeks, with the same effect as if held above. None but members shall be present at a meeting. Fifty active members shall constitute a quorum for the transaction of business.

At the annual meeting the order of business shall be as follows: Reports and communications.

New business.

Election of members of the Governing Committee.

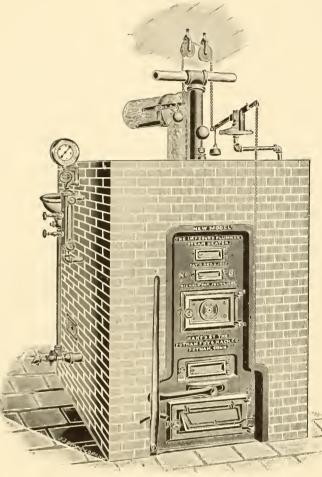
A special meeting of the Association shall be called whenever the Governing Committee shall deem one necessary, or whenever twenty-five active members of the Association shall make to the President a written request for the same, and specifying the object of the meeting; and no other business than that specified in the notice shall be transacted at that meeting.

Notices of each annual meeting of the Association and notices of each adjourned meeting or special meeting shall be mailed to each member at least five days before the meeting. Notice published in the *Triangle* or other official publication of this Association, and mailed as aforesaid, shall be legal notice under this constitution.

ARTICLE V.—GOVERNMENT.—The entire government and management of the Association, the making, amendment, and suspension of By-Laws and House Rules, the making of contracts and the execution of instruments, except for the conveyance of real estate, shall be entrusted to a Governing Committee of twenty of its active members, a majority of whom shall constitute a quorum.

This Committee shall be divided into four classes, of five each, to serve for four years each, or until the election and qualification of the successors, one class retiring every year, when the Association shall elect the successors.

The Committee shall, at a meeting to be held as soon after the annual meeting as possible, elect from its own body a President, two Vice-Presidents, a Secretary and a Treasurer, who shall be the



THE BRICK SET PLUMMER BOILER.

Plummer Steam Boiler

WITH WATER FRONT

FOR HEATING HOT WATER TANK CONNECTED TO HOUSE PLUMBING.

"LEADER" STEAM and WATER PORTABLE BOILERS

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Putnam Foundry & Machine Co.

No. 73 SOUTH MAIN STREET,

TELEPHONE 240.

PROVIDENCE, R. I.

W. J. TURNER, MANAGER.

officers of the Association, all to serve for one year from the fourth Monday in April, or until their successors are elected and qualified. *Provided*, That members of the Governing Committee elected at the annual meeting on the second Monday in April, 1896, and officers elected in 1896, shall hold office from the date of their election to the fourth Monday in April of the year in which their respective terms shall expire, or until their successors are elected and qualified.

The Treasurer shall furnish a bond in the sum of five thousand dollars, with surety to be approved by the Governing Committee.

In case of any vacancy occurring during the year, the Committee shall fill it until the next annual meeting, when a successor shall be elected for the remainder of the unexpired term.

Any member of the Committee who shall absent himself from three consecutive regular meetings, unless he shall have previously obtained permission so to do, or shall present at the next regular meeting an excuse for his absence satisfactory to a majority of the Committee present, shall be considered as having resigned as a member of the Committee, and shall cease to be a member thereof.

ARTICLE VI.—Powers of the Governing Committee.—
The Governing Committee shall have power—

- 1. To appoint Committees from its members and from the Association at large.
- 2. To admit members to the Association, one adverse ballot in five excluding, and to suspend or expel members, subject to the provisions of Article XVI. and of Article XX.
- 3. To prescribe rules for the admission of strangers or guests to the privileges of the Association, and no persons not members shall be admitted, except under such rules.
- 4. To make rules for the use of the Association property by the members, and for their conduct in the Association, including all necessary House Rules.

- 5. To fix penalties for the violation of the Constitution, By-Laws and Rules, and to enforce the same.
- 6. To remit penalties for offences against the By-Laws and Rules, and for violation against the Constitution.
- 7. To call special meetings of the Association to consider a specific subject.
- 8. To make, alter and amend rules for their own government, and to fix and enforce penalties for the violation of such rules.
- 9. To make purchases and contracts for the ordinary expenses of the Association; but it shall have no power, unless specially authorized, to render the Association or any member thereof liable for any extraordinary debt or expenses beyond the amount of money which shall, at the time of contracting such debt, be in the treasury and not needed for the discharge of any prior debt or liabilities.
- 10. To appoint delegates to represent the Association, but with only such powers as may be in express terms conferred upon them.
- 11. No entry in the name of the Association shall be made in any contest unless approved by the Governing Committee, who may, however, delegate their authority to any sub-committee.

ARTICLE VII.—CORPORATE SEAL.—The corporate seal of the Association shall bear the inscription:

"Providence Athletic Association, State of Rhode Island. Incorporated May 1, 1891."

ARTICLE VIII.—MEETINGS OF THE GOVERNING COMMITTEE.

—The Governing Committee shall hold monthly meetings, except in the months of July, August and September; special meetings shall be called by the Secretary, at the request of the President or any five of the Governing Committee, upon notice to be sent or given to each member at least forty-eight hours before the time appointed therefor.





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THE BEST CLOTHING FOR MEN. Garments for Evening Dress, D. B. Frock and Vest, Morning Coat Suits, Business Suits, Sack or Cutaway Coat, Odd Trousers, Covert Coats, and Regular Spring Overcoats, made in our own workshops. FOR YOUTHS AND BOYS. Sailor Suits, D. B. Jacket and Knee-pant Suits, for 4 to 17 years of age. Long Trouser Suits for young men. Overcoats, Covert Coats and Reefers. Shirts, Collars and Cuffs.

Any style garment you desire made to your measure. If you want stylish garments we will give them to you. If your ideas are conservative, we will observe the fact. Our aim is to please customers. Everything first-class at reasonable prices

MACULLAR PARKER COMPANY,

166 WESTMINSTER STREET.

In no case, when a resolution has been passed at a meeting of the Committee affecting the relation of a member of the Association towards the Association, shall such resolution be received or reseinded at a subsequent meeting, unless notice in writing be sent by the Secretary to each member of the Governing Committee at least ten days before the meeting, that such previous action will be brought up for review or reconsideration.

ARTICLE IX.—Annual Reports.—At the annual meeting, the Governing Committee, through the President, shall make a report of its proceedings during the previous year, and recommend such measures as it may deem advisable.

ARTICLE X.—Nomination and Election of the Govern-ING COMMITTEE.—The Governing Committee at its February meeting shall annually appoint a Nominating Committee of five members of the Association, not members of the Governing Committee, for the nomination of members of the Governing Committee to be balloted for at the ensuing annual election. It shall be the duty of the Nominating Committee appointed as aforesaid to post the names of the persons nominated by them in a conspicuous place in the Club House at least twenty days before the annual election; but any other member shall be eligible for election to the Governing Committee, if his name shall have been posted in such conspicuous place for at least ten days before such election, endorsed by ten members of the Association. At such meeting the presiding officer shall appoint tellers, who shall receive and canvass the ballots cast at the annual election and certify the result. The election to membership of the Governing Committee shall be by ballot, and a plurality of votes east shall elect. In event of the death, declination or disability of any person nominated as above provided, nominations may be made viva voce to fill the vacancy.

ARTICLE XI.—Election of Members.—A candidate for admission must be proposed by two members, who shall certify, in

writing, that they have known him for six months at least. The application, dated, stating full name, residence, place of business and post office address of the candidate, signed by the members proposing and seconding him, with such reference and remarks as they may choose to make, shall be given to the Secretary, who shall post the names in the Club House at least two weeks before the meeting of the Governing Committee at which the said candidate comes up for election.

A second ballot upon the election of a proposed member may be taken at any time before the adjournment of the meeting, upon the motion of a single member of the Committee: but after the meeting a rejected candidate shall not within three months be again balloted for. Candidates whose names have been laid over for two successive meetings shall not again be balloted for until after the names succeeding them on the list shall have been acted upon. Precedence shall be given to old members who may present their names for reelection, and also to those who have already established a record as amateur athletes.

ARTICLE XII.—ACTIVE MEMBERS.—Any person duly elected and paying his entrance fee and dues for the unexpired portion of the quarter during which he joins, counting from the first day of the month in which he was elected, shall become thenceforth entitled to all rights and privileges of active membership. Failure to make these payments within sixty days shall render such election null and void; and these payments will be held as an acceptance of membership, and a submission to and an agreement to be bound by the Constitution, By-Laws and Rules of the Association.

All members must immediately notify the Secretary of any change in address, and by failure to do so shall be deemed to have waived any notice provided for under the Constitution, By-Laws, and any rules, and shall incur all the risks that attach thereto.

ARTICLE XIII.—Non-Resident Members.—Persons having

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FRANK F. TINGLEY,

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Mr. F. F. Tingley offers his services in the laying down of conditions and requirements for architectural competition.

It is increasingly evident, from the result of many recent competitions, that for some reason committees or individuals who wish to select an architect through competition, fail to obtain the best work of which those who compete are capable. This is undoubtedly due to the fact that committees or individuals are not always familiar with the details of architectural practice, and are unable to lay down such conditions as will most accurately explain the requirements, make possible the best work on the part of the architect, and place those who compete on the same level.

It is believed that there is an opportunity here for some person who has had an architectural training, and also experience in the conducting of competitions to act as a mediator between committees or individuals and architects. Mr. Tingley proposes to keep thoroughly in touch with current architecture, and be able to state at once the names of those architects who have become eminent, or who have done successful work in the different departments of architecture. He is now in charge of the erection of the Pawtucket Library Building of Pawtucket, R. I. Cram, Goodhue & Ferguson, of Boston, are the architects. It is a memorial gift from the Hon. F. C. Sayles, of Pawtucket, R. I. The plans for this Library were awarded as the result of a highly successful competition conducted by Mr. Tingley.

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no usual place of residence, business or study in the following cities and towns in the State of Rhode Island—namely, Providence, Pawtucket, Central Falls, North Providence, East Providence, Barrington, Warwick, Cranston, Johnston, Smithfield, North Smithfield, Lincoln, Cumberland,—may be elected non-resident members in the manner provided for the election of active members, and shall, upon election, pay each ten dollars entrance fee, and fifteen dollars annual dues, payable semi-annually in advance, upon the first day of April and October in each year, in the manner prescribed for such payments by active members.

Non-resident members shall have all the rights of active members except those of voting, holding office or having any interest in the property of the Association.

A non-resident member who shall acquire a usual place of residence, business or study in any of the above-named cities and towns, shall cease to be a non-resident member of the Association, and shall notify the Secretary of such change.

He shall, however, if he so request, be placed at the head of the list of candidates for election as active members, and if elected, shall pay an additional entrance fee equal to the balance of the then entrance fee and his regular dues as an active member.

The Governing Committee may, on the application of any active member having no usual place of residence, business or study in any of the above-named cities or towns, place him in the class of non-residents, his privilege to begin on the first day of April or October next succeeding the date of his application; but no return shall be made of the entrance fee already paid, and in the event of his subsequently acquiring a usual place of residence, business or study in any of the above-named cities and towns, he shall notify the Secretary of such change, and shall be placed in the class of active members without the necessity of a re-election.

ARTICLE XIV.—ARMY, NAVY AND MARINE HOSPITAL SERVICE MEMBERS.—Any officer of the Army, Navy or Marine Hospital Service of the United States may be admitted to the privileges of the Association, at the discretion of the Governing Committee, upon the payment of such proportion of the annual dues as shall correspond to the time during which he shall enjoy the privileges of the Association, but he shall not have the right of voting, and, in the event of the dissolution of the Association, he shall have no interest in its property.

ARTICLE XV.—HONORARY AND LIFE MEMBERS.—Honorary membership may be conferred by a unanimous vote, at any meeting of the Association, upon any person, the candidate having been proposed as required for active membership.

Honorary members cannot, as such, hold office or vote at meetings, or hold any right, title to, or interest in the property or assets of the Association, but may enjoy all the rights and privileges of active membership by payment of entrance fee (if not paid before, while active members), and dues from the date of their applications to become active members.

Life members may be elected by the Governing Committee in the same manner as active members, upon the payment of two hundred and fifty dollars each, in addition to the active member's entrance fee (if not already paid), and they shall be entitled to all the privileges of active members and shall pay no dues or assessments.

ARTICLE XVI.—INDEBTEDNESS.—All indebtedness of members to the Association, except quarterly dues, shall be paid on or before the fifth day of every month: and a notice of the indebtedness of a member, with a request to pay the same, shall be sent to the member's usual address. If, at the expiration of the fifteenth day of any month, any member shall not have paid such indebtedness to the

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Association for the preceding month, he shall receive no further credit until such indebtedness is paid, and shall be notified by letter deposited in the mail that his credit is suspended.

If it shall appear in the books of account or records of the Association that such member has contracted further indebtedness after the day following the mailing of such notice, the Gorevning Committee, or any sub-committee to which it may delegate general power so to do, may in its discretion suspend such member from all privileges of membership by mailing to him a notice stating in substance that by virtue of his contraction of indebtedness after suspension of credit, as evidenced by the books of account or records of the Association, he is suspended from all privileges of membership, including admission to the Club House, until all his indebtedness to the Association is paid in full, or until he shall cease to be a member as hereinafter provided.

The provisions of Article XX shall not be applicable to suspensions under this article.

It shall be the duty of the Treasurer, upon the sixteenth day of each month, to post on the bulletin board of the Association the names of all members whose indebtedness is unpaid, together with the amount due from each member, there to remain until the same is paid. Any member whose name and the amount due from him, having been posted as aforesaid, shall have remained posted thirty days, shall cease to be a member of the Association, subject to Article VI, Section 6.

ARTICLE XVII.—Entrance Fee and Annual Dues of Active Members.—There shall be an entrance fee of twenty-five dollars each for active members, unless otherwise provided by the Governing Committee, and annual dues of forty dollars each, payable quarterly in advance on the first day of January, April, July and October.

Any member failing to pay his dues within thirty days after they become due shall be posted upon the Association bulletin, and notice thereof shall be mailed to his usual address by the Treasurer; and upon failure to pay within two months after they become due, he shall cease to be a member of the Association, subject to the provisions of Article VI, Section 6.

Persons having thus been dropped, and wishing again to become members, must be regularly proposed and balloted for, as when first elected.

Any member in arrears to the Association shall be excluded from all competitions, unless by special permission of the Governing Committee.

The Secretary and Treasurer shall be exempt from the payment of all dues.

ARTICLE XVIII.—LEAVE OF ABSENCE.—Leave of absence may be granted for one year, to any member of the Association, by the Governing Committee. Applications for such leave must be made in writing, addressed to the Secretary. No leave of absence shall be granted except in ease of absence at least from the State of Rhode Island during the term of such leave of absence; no member shall be granted leave of absence unless his dues be paid in full to the date of the receipt of his application; no member shall be liable for yearly dues during the term of his leave of absence. At the expiration of the year the Governing Committee may extend the leave of absence for another year.

ARTICLE XIX.—RESIGNATIONS.—All resignations of membership or office shall be made in writing to the President or Secretary, and shall be acted upon at the next meeting of the Governing Committee.

Resignations of active membership made subsequent to January 1, April 1, July 1 and October 1, shall not relieve the resigning member from dues for the period respectively beginning on those dates; and resignations of non-resident membership made subsequent to April 1 and October 1.

ARTICLE XX.— Expulsions or Suspensions.— If any member shall be charged, in writing, addressed to the Governing Committee, by any other member, with conduct injurious to the good order, peace or interest of the Association, or at variance with the requirements of its Constitution, By-Laws and Rules, or if the Committee shall become cognizant of such conduct, the Committee shall thereupon inform the member charged, in writing; and if upon inquiry, and after giving the person so charged an opportunity to be heard, the Governing Committee shall be satisfied of the truth of the charge, and that the same demands such action, they may proeeed to suspend such member for a period not exceeding six months, or they may expel him, or they may request him to resign, and if he declines to resign, upon notice to him after presentation of the case, may proceed to expel him. A three-fifths vote of those present of the Governing Committee shall be required for expelling or suspending a member.

At any time within ninety days after any suspension or expulsion, a meeting of the Association shall be called, if requested, in writing, by fifty members of the Association, addressed to the Secretary, at which meeting an appeal may be taken from the decision of the Committee, and the member may be restored to his position by a vote of three-fourths of the members of the Association present and voting.

ARTICLE XXI.—AMENDMENTS.—A quorum for the amendment of this Constitution shall consist of not less than fifty members; and when such quorum is present, this Constitution may be amended by a two-thirds vote at any annual or special meeting, provided the proposed amendment has been posted in the Club House and mailed to each member of the Association, directed to the last address furnished by him, at least five days before the meeting at which the amendment is to be considered.

BY-LAWS.

- I.—Duties and Powers of Committees.—The Governing Committee shall appoint annually from its members, or from the Association at large, and subject to the direction of the Governing Committee, the following standing committees; and it may appoint other standing or special committees in its discretion.
 - 1. A House Committee.
 - 2. A Committee on Finance, of which the Treasurer of the Association shall be Chairman.
 - 3. A Committee on Athletics.
 - 4. A Committee on Athletic Grounds.
 - 5. A Committee on Baths.
 - 6. A Committee on Billiards.
 - 7. A Committee on Bowling.
 - 8. A Committee on Cycling.
 - 9. A Committee on Social Entertainments.
 - 10. A Membership Committee, of which the Secretary of the Association shall be Chairman.
- 1. The House Committee shall have general charge of the restaurant, wine and cigar rooms, parlors, library, engineer's department, and of all parts of the Association Building not included in the other departments, of all persons employed in its department, and of the purchase of all supplies for the various departments of the Association.
- 2. The Committee on Finance shall examine, andit and certify all bills for the expense of the Association after the same shall have been approved by the Chairman, or in his absence by some other member of the House Committee.
- 3. The Committee on Athletics shall have charge of the gymnasium, feneing and boxing rooms, the dressing rooms attached

thereto, and of persons employed in the same. It shall also have charge of all athletic exhibitions and contests, either within or without the building, except upon the athletic grounds.

- 4. The Committee on Athletic Grounds shall have general charge of the athletic grounds and buildings, of the employes attached thereto, and of all contests and exhibitions therein.
- 5. The Committee on Baths shall have general charge of the baths (except the locker-room baths) and barber shops, of the persons employed therein, and of all contests and exhibitions therein.
- 6. The Committee on Billiards shall have general charge of the billiard room, of the employes attached thereto, and of all contests and exhibitions therein.
- 7. The Committee on Bowling shall have general charge of the bowling alleys, and of the persons employed therein. They shall also have charge of all contests and exhibitions therein.
- 8. The Committee on Cycling shall have general charge of the cycling rooms, and of the persons employed therein. They shall also have charge of all cycling contests, exhibitions and entertainments.
- 9. The Committee on Social entertainments shall have charge of all entertainments not under the direction of other committees.
- 10. The Membership Committee shall investigate all applications for membership, and report upon them to the Governing Committee.

No expense shall be incurred by any officer or committee, except the House Committee.

Any officer or committee desiring supplies or repairs shall make requisition therefor in writing upon the House Committee.

The House Committee shall purchase from time to time for the various departments all necessary supplies, wines, liquors and cigars, and may incur expense for ordinary repairs.

No extraordinary expense shall be incurred by the House Com-

mittee, unless the same shall have been first approved by the Governing Committee.

The salaries of all employes shall be fixed by the Governing Committee.

The Governing Committee shall have power to determine the jurisdiction, duties and powers of the various committees.

H.—Independent of the Association, exclusive of dues, amounts to fifteen (\$15) dollars, he shall not be allowed further credit until such indebtedness shall have been paid in full, and notice in writing shall be sent to such member immediately; and further proceedings may be had as provided in Article XVI of the Constitution. The House Committee may at any time suspend the credit of any member, giving him notice in writing.

A bill of each member's monthly account shall be mailed by the Treasurer to each member not later than the fourth day of the following month.

III.—Private Property.—No member shall use the private property of another member without his permission. All private property shall be at the owner's risk.

A coat room is provided for the checking of valuables, but the Association will not be responsible for any loss.

IV.—Association Property.—Members will be responsible for the breakage or injury of the glass, crockery or other property of the Association.

V.—VISITORS AND STRANGERS.—None but members and persons introduced as hereinafter provided shall be admitted to the Club House, except that the Governing Committee may regulate admissions under Article III of the Constitution. Other persons having business with members can send in their names and await the person they wish to see in the strangers' reception room.

VI.—VISITORS.—Any gentleman classed as a stranger accord-

ing to the provisions of Article VII of the By-Laws (except one who has ceased to be a member of the Association by reason of nonpayment of dues or other indebtedness, or who has been expelled, or who has been requested by the Governing Committee to resign. or who has resigned pending charges against him), may be admitted as a visitor to the Club House; but he shall not be introduced oftener than once in thirty (30) days, and it shall be the duty of the member introducing a visitor to ascertain whether he has been introduced within the previous thirty (30) days; he must be accompanied by a member, who shall register his name, residence, and date of introduction in the Visitor's Book, and affix his own name. Any gentleman not so classed as a stranger may be introduced as a visitor only by special permission of the House Committee. A visitor cannot use the gymnasium, and shall not pay cash or settle for anything furnished by the Association, but shall in all respects be considered the guest of the member introducing him. A gentleman attending a special dinner at the Club House, using the dining-rooms only, is not deemed a visitor and does not require registration.

VII.—STRANGERS.—Strangers are persons having no usual place of residence, business or study in the following cities and towns in the State of Rhode Island, namely:

Providence, Barrington, Smithfield,
Pawtucket, Warwick, North Smithfield,
Central Falls, Cranston, Lincoln,
North Providence, Johnston, Cumberland.
East Providence,

A stranger may, on the request of a member, receive at the office a written invitation entitling him to all the privileges of the Club House for not more than one (1) week, which at the expiration of that time may be renewed by any member of the House Committee for a period of one (1) week additional in each three (3) months, or longer, in the discretion of the House Committee.

No such invitation shall be given to any person who has ceased to be a member of the Association by reason of non-payment of dues or other indebtedness, or who has been expelled from the Association, or who has been requested by the Governing Committee to resign, or who has resigned pending charges against him.

The name of such stranger shall also be registered in the Visitor's Book; the member introducing him shall affix his own name.

The same person shall not be introduced as a stranger for more than two (2) weeks in each three (3) months, except in the discretion of the House Committee; but he may be admitted as a visitor according to the rules prescribed for visitors.

Members introducing visitors and strangers are responsible for them.

Any visitor or stranger violating any of the rules of the Association may be notified by a member of the House Committee that he can no longer enjoy the privileges of the Association.

Other persons under eighteen (18) years of age, shall not be admitted to any part of the Club House, except in accordance with the rules and regulations prescribed by the Governing Committee.

VIII.—MISCELLANEOUS.—All members in good standing will be furnished with membership cards, which shall be good for admission, except in ease of special arrangements, to all Association entertainments, and must be shown at any time upon the request of the door-keeper, or of any officer of the Association. Refusal to comply with such request, or the transfer of such card, will subject the holder to suspension or expulsion at the discretion of the Governing Committee; and upon such suspension or expulsion the Governing Committee shall have the right to demand the immediate return of said eard.

The privileges of the Club House, in the discretion of the proper standing committee, may be extended to crews, or members of other clubs while training, or to competitors from other places;

and the privileges of the dressing rooms and baths may be given to those practicing with or coaching a team or crew.

These By-Laws, so far as they relate to the admission of strangers and visitors, may be suspended by the House Committee on special occasions.

These By-Laws may be amended or added to by a vote of twothirds of the Governing Committee present, provided five (5) days' notice, in writing, of the proposed amendment or addition shall be given to each member of the Governing Committee.

HOUSE RULES.

1.—Hours.—The Club House will be opened daily at 8 A. M. No members except lodgers will be admitted after 12.30 o'clock at night, at which hour the House will be closed, except on Sundays, when it will be closed at 11.30 o'clock P. M., and on occasions to be determined by the House or Governing Committee.

The Gymnasium will be open from 8 A. M. to 10 P. M. daily, except Sunday, on which day it will close at 11 A. M.

The Turkish and Russian Baths will be open from 10 A. M. to 10 P. M. daily, except Sunday, when they will open at 8 A. M. and close at 4 P. M.; but on Sundays in July, August and September they will close at 1 P. M. (See Special Rules.)

The Swimming Pool will be open whenever the Gymnasium or Turkish and Russian Baths are open.

The Billiard Room and Bowling Alleys will be open daily, except Sunday, from 10 A. M. until midnight. (See Special Rules.)

The Boxing and Fencing Rooms will be opened according to special rules.

The Restaurant and other service will be maintained daily until midnight, except on Sundays, when it will close at 11 o'clock P. M. Fifteen minutes before dismissing the service, two short flashes of

the electric light will be given, and at the time of dismissing the service one long flash.

H.—Charges.—None but members or those entitled to privileges as such will be permitted to sign cards for anything furnished by the Association.

Members or those entitled to privileges as such must sign a card for everything furnished at a charge by the Association. Any one desiring to pay cash can do so by writing the word "cash" on the card signed and redeeming the same in person at the office on the day of its date; otherwise, the same will be charged to his account.

III.—Prices—Billiards and Pool.—Billiards, 30e. an hour; no charge less than 15c. Continuous pool, 30c. an hour; no charge less than 15c. 15-ball pool, $2\frac{1}{2}$ c. a cue.

Bowling, 5e. a string.

BATHS.

Turkish and Russian Baths, including swim and alcohol rub, \$1.00; six tickets for \$5.00.

Roman Bath, \$1.00.

Massage, each quarter hour, 50c.

Cologne Rub, 25c.

Alcohol Rub, 35c.

Salt Rub, 25c.

Shave in Baths, 25c.

Feet Fixed, 50c.

Pedicure, 25c.

Towel Locker-room Baths, 5c.

Quarterly use of entire Baths, \$10.

Monthly use of entire Baths, \$4.

BARBER SHOP.

Hair cut, 25c. Shave, 15c.: 8 tickets for \$1. Hair cut and whiskers trimmed, Shampoo, plain, 25c.: steam, 50c. Sea-foam, 10c.

WOMEN'S DEPARTMENT.

Hair Dressed, 40c.

Plain Dressing, 25c.

Shampoo, 75c.

Bangs cut and curled, 25c.

Manicure, 50c.

Face steamed and massage, 50c.

Bangs cut, 10c.

Face and hair steamed, \$1.50.

GYMNASHUM.

Gymnasium instruction for ladies and children, \$10 a year, beginning October 1st.

LOCKERS.

Lockers from date of issue to September 30th:

Gymnasium, \$1.50. Postoffice box at office, \$1.50.

MISCELLANEOUS,

Private dining room, \$2.00. Lodging room, \$1.50 a night, one person. Each additional person, \$1.00. Corkage, 50c. a bottle.

Boot polish, 5e.; russet polish, 10c.

CYCLE ROOM.

Cycles checked in cycle room free of charge. Cleaning and oiling, 10c.
Ordinary puncture repaired, 25c.
Other repairs, special prices.

IV.—LADIES.—Members may register the names of their wives, mothers, unmarried sisters or unmarried daughters, over eighteen years of age, who may thereafter use the ladies' departments unattended by a member, and who may sign checks which will be charged to the member registering them. Other ladies may be registered at the Association office upon approval by the Governing Committee, and a card will be issued to them to expire September 30th in each year, at a charge of \$10.

They may have the use of the ladies' departments, and they may sign checks, which will be charged to their account, for which, if not paid when due, the member registering them will be held responsible.

All the above ladies shall be known as associate lady members. Any lady may be admitted as a visitor to the Club House at any time upon introduction by an active, non-resident, honorary or life member of the Association, but only once in thirty days when introduced by an associate lady member. She must be accompanied by such member or associate lady member, who shall register the visitor's name, residence, and date of introduction, in the Visitor's Book and affix his or her own name.

Associate lady members may introduce gentlemen to the ladies' departments as visitors upon registration, but only in accordance with the rules for visitors (By-Laws, Article VI). Charges for all such visitors must be incurred by the lady inviting their presence.

A stranger's eard, if issued to a lady, shall entitle her only to the use of the ladies' departments.

Gentlemen unaccompanied by ladies will not be allowed in the ladies' dining and reception rooms after 12 o'clock noon.

Ladies entitled to the use of the ladies' departments shall be entitled to the exclusive use of the Gymnasium, Swimming Pool, and Turkish and Russian Baths, according to special rules and charges.

V.—CHILDREN.—Children in the household of members over six and under eighteen years of age, may be registered at the Association office, and a card issued to them. Thereafter they will be admitted to the locker rooms, Baths, Gymnasium, and Swimming Pool, according to special rules and charges.

Children, when accompanied by a member, may be admitted to the dining room, strangers' room and ladies' departments.

No child shall exercise except under the charge of the instructor. Under no circumstances will children be admitted to any part of the Club House other than those above designated; nor will tobacco, cigars, cigarettes or refreshments of any kind be sold to them or allowed to be used under any pretext whatever.

A bell will give warning a half hour before the retiring hour, and promptly at that time all children must leave the House. Any

damage to the Association property done by any child must be made good by the member who introduces him, and will be charged to the member's account. Children holding such eards will be under the strict charge of the Club House attendants, and subject to the rules of government of the Association. Misconduct will render the offender liable to be dismissed peremptorily from the Club House, and repeated offences will subject him to be denied the privileges of the Association.

V1.—MISCELLANEOUS.—Special rules for the Gymnasium will be posted therein.

All eards issued bring their holders within the rules for government of the Association.

No one except a member of the Governing Committee, the superintendent or the clerks in the offices will be allowed in the offices of the Association without the consent of a member of the Governing Committee present.

No reprimand shall be given to employes or servants by members of the Association; but complaints of any nature shall be made in writing, signed by the complaining member or members, addressed to the proper committee, and deposited in a box provided for that purpose in the office of the Association.

No member or visitor shall give any money or gratuity to any servant of the Association.

Members shall not be allowed to send a servant out of the house on any pretext.

No dogs will be allowed through the Club House, but they will be eared for by the proper employes.

No subscription paper or petition can be circulated, no paper or magazine can be supplied, nor any article exposed for sale in the Club House without permission of the House Committee.

No periodicals, newspapers or books shall be removed from the reading rooms or parlors, or be cut, marked or otherwise defaced.

No smoking will be allowed in the Gymnasium, Swimming Pool or Ladies' Departments.

No edibles or beverages will be served in the Fencing and Boxing Rooms, Gymnasium or Swimming Pool. Beverages, sandwiches, crackers and cheese may be served elsewere in the Club House, but the regular menu will be served only in the dining rooms, and the drying room of the Turkish Baths. Conversation is prohibited in the reading rooms, and except between players in the whist rooms.

No games of cards will be allowed except in the whist and eard rooms. (See Special Rules.) Gambling or playing for money is prohibited.

No more than three consecutive strings of billiards and bowls or forty-five minutes of pool shall be played by the same person after others have requested the use of the table or alley.

A transient lodging room cannot be occupied by the same member more than four consecutive nights, if its use be requested by another member before 9 o'clock P. M., no other room being vacant.

Members in undress or exercising clothes are not allowed in the social rooms.

The superintendent is required to notify members of any violation of the rules of the House, and report the same to the House Committee.

Ungentlemanly conduct or violation of the Constitution, By-Laws or House Rules will subject a member to a fine not exceeding \$20, or to suspension or expulsion under the provisions of the Constitution.

The Governing Committee or House Committee may vary these House Rules and make special arrangements only upon special occasions. These House Rules may be amended or added to by a vote of two-thirds of those of the Governing Committee present, provided five days' notice in writing of the proposed amendment or addition shall be given to each member of the Governing Committee.

GUESTS.

SUMMARY OF RULES.

Gentlemen.—Gentlemen having a usual place of residence, business or study, in Providence, Pawtucket, Central Falls, North Providence, East Providence, Barrington, Warwick, Cranston, Johnston, Smithfield, North Smithfield, Lincoln and Cumberland, can be introduced at the Club House only by permission of the House Committee. There is no difficulty, however, in obtaining such permission in all proper cases, by simply applying for the necessary card at the P. A. A. office. This may be done either before or at the time of introducing such guests.

Gentlemen outside these limits can be introduced at the Club House once in thirty days as visitors, or they may receive, upon request, at the Association office, a stranger's card for one week, renewable in the discretion of the House Committee.

Gentlemen eannot be introduced to the ladies' departments by associate lady members, except in accordance with the above rules.

Ladies.—Male members of the Association may introduce

ladies at the Club House as often as desired, but associate lady menbers can introduce other ladies as guests but once in thirty days.

CHILDREN.—Boys and girls under eighteen years of age are not eligible to membership, and enjoy only the limited privileges provided by special rules; for these they need not be accompanied by a member. A member may also take them to the dining rooms, strangers' room and ladies' departments. Children can not introduce any guests whatever.

REGISTRATION.—All guests must invariably be registered, except that persons not members, using the dining rooms only for a special dinner, are not deemed visitors to the entire Club House and do not require registration.

Entertainments.—The Governing Committee has provided by special vote that no male resident of the city of Providence shall be admitted to any entertainment.

STRANGERS' ROOM.—Any person can always meet any member in the strangers' room as often as desired.

THE
NORTHWESTERN
MUTUAL
LIFE INSURANCE
COMPANY



STRONGEST! SAFEST! BEST!



JESSE M. WHEELOCK,

General Agent,

PROVIDENCE, R. I.

Horsfords

ACID PHOSPHATE

The most effective remedy for relieving Dyspepsia, Nervousness, Exhaustion, and all diseases arising from imperfect digestion and derangement of the nervous system.

It is of the greatest value as a Tonic and Vitalizer where the system has become debilitated by exhaustive illness.

Taken before retiring quiets the nerves and induces refreshing sleep.

Pleasant to the Taste.

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MEMBERSHIP, JUNE 3, 1899.

ACTIVE, 659.

Adams, A. Bigelow Adams, Robert Adams, William L. Aldrich, Nelson W. Alexander, Charles Allen, Courtland J. Allen, Edwin P. Allen, Edward S. Allen, Francis O. Allen, George R. Allen, John F. Ames, Samuel Andrews, Frank H. Angell, Walter F. Anthony, James M. Anthony, William M. Armstrong, Dwight II. Arnold, Daniel H. Arnold, Newton D. Arnold, William R. Austin, Arthur E. Babcock, Albert Babcock, Frederic W. Bain, Hugh W. Baker, Albert A. Baker, David S. Baker, William C.

Balch, Joseph Ballou, Frederic A. Ballou, Walter S. Banigan, John J. Banigan, William B. Barker, Abram Barker, Henry A. Barker, Henry R. Barnes, Edwin Barnes, Walter I. Barney, John Barney, Walter H. Barstow, Nathaniel Bartlett, Asel P. Barton, Nathan B. Bashford, James H. Bassett, Edward D. Bates, Isaac C. Bauer, Felix L. Baxter, Elijah, Jr. Beach, Charles H. Beaman, Elmer A. Bedell, Harold H. Benedict, William C. Bennett, Charles P. Benson, Henry M. Berry, Rudolph

Bishop, Nelson S. Bixby, George E. Black, David O. Blackington, Louis A. Blanding, William O. Bliss, Zenas W. Blodgett, John T. Bodwell, Sanford Bourne, Augustus O. Boutell, W. Herbert Bowen, William M. P. Bradford, Henry C. Branch, John B. Brayton, Charles R. Briggs, Benjamin F. Briggs, Stephen J. Briscoe, Rev. Thomas Bromley, Charles R. Bromley, John II. Brown, Arthur L. Brown, D. Russell Brown, Eben E. Brown, H. Martin Brown, Robert P. Bucklin, Charles R. Bucklin, James T. P. Buckhout, Frank A.

Budlong, Frank L. Bullock, Thomas R. Burch, Orion W. Burgess, Herbert S. Burke, Tobias Burleigh, Syndey R. Burlingame, C. I. Burlingame, Frederick E. Burnham, Charles F. Burnham, George H. Burnham, Walter W. Burrington, Arthur S. Bushnell Frederick N. Butterworth, Charles F. Cahoone, George H. Caldwell, Alfred Callendar, Walter Callendar, Walter R. Carleton, Francis B. Carpenter, Arthur A. Carpenter, Albert G. Carpenter, Frank F. Carpenter, Henry A. Carpenter, William A. Carr, George W. Carroll, Edward F. Carter, John A.

Carver, R. Herbert Case, Phillip Casey, Stephen J. Catlin, Charles A. Catlow, Thomas U. Chace, Thomas W. Chaffee, Frank E. Chaffee, Zachariah Chandler, William A. Chapman, William Chase, Frederick A. Cheeney, Harry C. Cheseboro, Edmund D. Chevalier, John F. Church, Elton C. Church, George M. Church, Henry A. Church, William P. Claffin, William L. Clark, W. Osmond Clarke, William E. Cleveland, Albert N. Codman, William C. Coe, Walter H. Cokeley, George W. Cole, Isaac S. Cole, James

Cole, John W. Cole, William Cole, William D. Colley, William E. Collier, John H., Jr. Colman, Roscoe L. Colt, Samuel P. Colvin, Charles T. Colwell, Francis Colwell, Ralph Comstock, Richard B. Comstock, Richard W. Comstock, Walter J. Cook, Edward N. Cook, Percy O. Cornell, Howard P. Cory, Alexander H., Jr. Cory, Joseph P. Cory, Thomas B. Costello, Clement J. Cottelle, Harry B. Covell, Samuel B. W. Crocker, H. Clinton Crocker, Washington I. Cronin, William J. Crooker, J. Foster Cross, John A. Cross, William P. Cummerford, Arthur S. Currier, Andrew J. Curtis, Harry C. Cushing, Adoniram J.

Curley, Peter F. Dana, Frederick I. Darling, John O. Darling, Lucius B. Darling, Lyman M. Davis, Ray H. Davol, Charles J. Day, Charles R. Day, Henry G. Dean, Henry B. Dean. John M. Dean, Robert W. Dean, Willis A. Dempster, William W. Dennis, Arthur W. Devereux, Orin C. DeWolf, John W. Dexter, S. Frank Dexter, Walter W. Dockery, John J. Dodd, Edwin M. Doherty, Henry F. Doldt, John E. Doran, John Dorrance, Charles T. Doty, Charles C. Douglass, William W. Dover, George W. Downey, Michael R. Durfee, Phillip B. Dyer, Elisha Earle, Charles R.

Earle, Ralph B. Earle, William H. Eastman, James II. Easton, N. Howard Eecles, William Eccleston, Alvin II. Eddy, Andrew B. Eddy, Alfred U. Eddy, Charles F. Eddy, Charles H. Edmunds, George W. Edwards, David G. Ellis, Herbert B. Elsbree, Thomas D. Ely, William Eschle, Carl Fales, Leroy Faldenberg, Julius Farley, Frederick J. Farnell, George Farnsworth, John P. Farnum, H. Cyrus Farrington, William U. Farwell, Albert E. Farwell, Edmund A. Farwell, Frederick S. Feeley, William J. Ferguson, Andrew J. Fidler, Louis N. Field, Frank O. Fish, George L. Fletcher, Charles

Fletcher, Frederick C. Fletcher, Henry Fletcher, Joseph E. Flint, George H. Forneaux, Emil A. Foster, J. Herbert Foster, Robert G. Foster, Theodore W. Francis, George B. Franklin, Charles A. Fraser, Alexander S. Fricker, Julius Frothingham, Thomas G. Fuller, Myron H. Fuller, Robert G. Gardner, Clarence H. Gardner, Clarence T. Gardner, Rathbone Gamwell, Charles A. Gannett, William P., Jr. Gee, James Gladding, Benjamin C. Gladding, Thomas C. Gleason, William F. Goddard, Moses B. I. Godfrey, Frederick W. Goff, Isaac L. Goff, Lyman B. Goff, Lyman T. Goff, Rufus B. Good, John E. Goodwin, Almon K.

Goodwin, William P. Grant, Henry T., Jr. Granger, William S. Granville, Bernard Gray, Charles C. Greene, Archer Greene, Augustus A. Greene, Edward P. Greene, Henry A. Greene, Robert L. Grimes, Thomas Grinnell, Frederick Guild, Charles F. Guile, Walter A. Gunderson, Gustavus A. Gurney, C. Harris Gurney, Embert S. Gurney, Isaac M. Hackney, Walter S. Hagan, James H. Hahn, J. Jerome Hahn, William E. Hail, Edward L. Halkyard, William Hall, Charles F. Hall, George F. Hallett, James W. Hambly, John H. Hamilton, Paul D. Hamilton, Ralph S. Hamilton, Robert M.

Handy, Edwin R.

Hauley, James Hanley, Walter H. Harmon, Addison B. Harmon, Frederick E. Harrington, Charles C. Harrington, George C. Harrington, Randall A. Harris, A. Walter Harris, Edward M. Harrison, Alfred Harson, M. Joseph Hart, John J. Hartwell, Julius F. Harvey, Henry W. Harvey, N. Darrell Hasbrouke, Saver Hathaway, Charles H. Hawes, Earl P. Hawkins, Joseph F. Healey, Frank Hebden, John C. Higgins, Charles W. Hill, John E. Himes, Elmer F. Hinckley, Frank L. Hodgdon, Harry C. Hogan, John W. Holbrooke, Edward Holton, Thomas H. Holmes, George H. Horton, Bertrand J. Horton, Frederick B.

Horton, Harry M. Horton, John W. Howard, Hiram Howitt, Arthur W. Hove, Charles T. Huber, Anton Hughes, Theodore S. Humphrey, Charles B. Huntley, Carroll K. Huntsman, Jehn F., Jr. Hutchins, Albert E. Hutchins, Thomas L. Jackson, Daniel Jackson, E. S. Jackson, Frederick H. Jeneks, Edwin L. Jeneks, John Johnson, Edwin A. Jones, S. W. C. Joslin, William E. Kalloch, Lewis II. Kaufman, Nathan Keefe, Dennis F. Keefe, Patrick H. Keene, George F. Kelly, Arthur L. Kelly, John B. Kent, Walter G. Kenyon, George H. Kingsbury, Clarence Kittredge, Charles H. Knight, Charles L.

Knight, Howard N. Knight, Richard D. Knight, Webster Ladd, Walter J. Lamphear, George W. Lander, J. Warren Lapham, Oscar Lawton, John F. P. Lederer, Benedict B. Lee, Christopher M. Leete, George F. Lennon, John F. Lewis, Hubert A. Lewis, R. J. M. Lewis, John D. Lingane, David F. Linton, James Lippitt, Charles Warren Lippitt, R. Lincoln Little, Robert B. Littlefield, Alfred H. Littlefield, Eben N. Littlefield, Leland II. Livermore, Frank D. Lockwood, Albert W. Lockwood, Lawrence A. Loomis, Edward A. Lowe, Herbert R. Lyman, Richard E. Lynch, James A. Lyon, George C. Macleod, George R.

Maguire, Charles B. Mahler, Daniel J. Mahoney, Michael P. Manchester, Benjamin B. Mandell, William J. Mann, Joseph M. Marshall, Frank W. Martin, Edgar W. Martin, Frank H. Martin, Harry G. Martin, Jacob S. Mathewson, Frank C. Matteson, G. W. R. Mauran, Suchet Mayer, Albert H. Merriman, Charles H. Metcalf, Guy Metcalf, Jesse Metealf, Jesse H. Metcalf, Stephen O. Middleton, Caleb S. Millard, George W. Miller, George L. Miller, Pardon Mills, John W. Morgan, William H. Moriarty, Daniel J. Morris, Andrew Mossberg, Frank Mowry, Raymond G. Mudie, C. Edward Mumford, Charles C.

Munster, Thomas G. Murphy, Morgan E. Murray, William J. Myrick, Nathaniel W. McAuliffe, John W. McBee, William B. McCaughin, Alexander A. McCarthy, Eugene J. McClosky, James W. McDuff, Edw. W. McElroy, William B. McGuinness, Edwin D. McGuirk, William R. Nauck, Wilhelm Newell, E. J. Newell, Frank A. Newell, Frank W. Newell, George C. Newhall, George H. Nichols, Charles M. Niehols, Frederick W. Niehols, Mark S. Nicholson, Samuel M. Nordlinger, Sidney H. Nugent, C. Franklin Ockel, Herman A. O'Connor, Patrick F. O'Gorman, Thomas O'Keefe, John A. O'Leary, Arthur Olney, Elam W. Olney, Frank F.

Olsen, Niles Otis, Orin M. Otis, Samuel A. Otis, William N. Owen, Charles D. Owen, Charles D., Jr. Owen, Franklin P. Parker, Frederick E. Parkhurst, C. Frank Parsons, Edmund II. Payne, Benjamin A. Payton, Harvey F. Pearce, Frank T. Pearce, Henry Peck, Arthur L. Peck, Cyril C. Peck, Walter A. Peckham, Charles F. Peckham, Fenner II. Peirce, Clarence E. Penniman, Edwin G. Perkins, Howard L. Perry, Marsden J. Perry, William H., Jr. Peters, James M. Pettee, Charles S. Phetteplace, William L.G. Phillips, Eugene F. Phillips, George C. Phillips, George R. Phillips, Gilbert A. Phillips, Henry O.

Phillips, Theodore W. Phillips, Walter D. Pierce, Daniel A. Possner, Herman G. Potter, Albert T. Potter, B. Thomas Potter, Dexter B. Potter, Edward A. Potter, Henry O. Potter, James C. Potter, Louis K. Pratt. Seth Preston, Julius H. Preston, Walter L. Prew, Henry Prew, William E. Rankin, William G. Rawson, Thomas B. Rea, David G. Rees, Walter D. Revens, John Reynolds, Henry J. Rhodes, Charles W. Rhodes, Frank A. Rhodes, James P. Rhodes, William C. Rhodes, William M. Rice, Herbert H. Richardson, E. Russell Richardson, James Richardson, James W. Richmond, John M.

Riley, Charles E. Ripley, James M. Robinson, George H. Robinson, Jack A. Rockwell, Harvey H. Rogers, James A. Rogers, Frederick T. Rosenfield, J. Jacob Rounds, D. Everett Buerat, Jules Russell, William H. Rust, Herbert B. Sack, A. Albert San Souci, Emery J. Sargent, John W. Sawin, Eugene M. Sawyer, John P. Sawyer, Frank L. Sheldon, Frank P. Sheldon, Walter G. Shepard, Harry H. Shepard, John, Jr. Sheperd, Edward II. Shepley, George L. Simmons, Frederick D. Slater, Alpheus B. Slater, Alpheus B., Jr. Smith, Albert L. Smith, Albert W. Smith, Charles E. Smith, Edgar A. Smith, Edwin A.

Smith, Frederick L. Smith, Harry M. Smith, Henry E. Smith, James Smith, James M. Smith, J. Howard Smith, Walter J. Snow, George M. Spooner, Henry J. Stanton, B. Frank Stafford, William A. Steams, Charles F. Steere, Horace W. Steinert, Albert Stevens, Albert E. Stokes, Howard K. Stokes, Willis H. Stone, William H. Studley, J. Edward Sullivan, George T. Sultzberger, Milton Swartz, Gardner T. Sweet, Jesse B. Sweet, Leon E. Sweet, Walter H. Sweet, Walter P. Sweetland, Cornelius S. Swift, Arthur H. Taft, John L. Talbot, Frederick E. Tattersall, Frederick E. Taylor, Henry E.

Taylor, William H., Jr. Templeton, Arthur E. Thayer, George C. Thomas, George H. Thompson, David M. Thompson, Robert W. Thurber, William II. Thurston, Clark Thurston, George W. Tiepke, Henry E. Tilden, Henry Tillinghast, Henry A. Tillinghast, Theodore F. Tingley, A. Curtis Tingley, Edward H. Titeomb, William G. Tolman, Stacey Tower, Clifford S. Treat. Robert B. Tripp, Frederick E. Trowbridge, Edward R. Truman, Nathan H. Tully, William J. Vincent, Walter B. Waldron, Samuel C. Walker, P. Francis Walton, John M. Walton, John W. Wall, A. Tingley Wall, George A. Ward, Walter Waterman, Stephen

Watson, Arthur H.
Watson, Byron S.
Watson, Edward L.
Watt, Peter M.
Webster, George E.
Weeden, Clinton R.
Weeks, Francis S., Jr.
Wendelschaefer, Felix R.
West, Thomas F.

Wheelock, Jesse M.
Wheelwright, Franklin R.
Whipple, Walter W.
White, Albert C.
White, Henry T.
White, Hunter C.
Whitehouse, John S.
Whitely, Samuel
Whittaker, George W.

Wightman, Walter R.
Wilbur, Job
Wilcox, Dutee
Wilcox, Howard D.
Wilkinson, Edward De F.
Williams, George W.
Williams, W. Fred
Williams, Wade W.

Williamson, Alfred M.
Willman, George P.
Willson, Edmund R.
Wilson, Charles A.
Winship, Henry B.
Wirth, Henry R.
Wirth, Phillip
Wise, Edward

Wolcott, Henry
Woodworth, Albert C.
Wood, William H.
Woodworth, Albert C., Jr.
Wright, Percy
Young, Arthur L.
Young, Nieholas B.
Young, Walter A.

ARMY AND NAVY. 2.

Abbot, Col. Charles W., Jr.

Bliss, Maj. Gen. Zenas R.

LIFE, 1.

Leavitt, Edward C.

NON-RESIDENT, 235.

Adams, James W.
Andem, Eugene X.
Andrews, E. M.
Arnold, Warren O.
Atwood, H. C.
Atwood, William E.
Ayers, Orlando H.
Babeock, Daniel A.
Ballou, Lattimer W., 2d.
Banks, Willard N.
Barbour, Charles M.
Barhydt, James A.
Barney, Algernon H.
Barney, Rodman S.
Barrett, Harry V.

Barstow, George B.
Barlow, Alfred C.
Battey, William J.
Baxter, Winslow
Beal, Herman L.
Bellows, Frederick L.
Benson, H. P.
Birge, Cyrus A.
Blackington, Harry C.
Blake, James E.
Bouvier, Joseph
Bowen, Vincent M.
Bowes, Alphonsus L.
Bowles, S. W.
Boyden, John R.

Bradstreet, Herbert B.
Bride, Thomas H.
Brierly, Walter E.
Briggs, George T.
Brock, Henry
Brown, A. Swan
Browning, Stephen T.
Buffum, Albert J.
Bull, Melville
Burgess, George D.
Burnham, Edward E.
Burnham, Henry H.
Burnham, Waterman R.
Butler, Charles M.
Butler, J. S.

Cabot, Charles L.
Campbell, George
Campbell, John
Campbell, Malcolm
Canfield, William C.
Cass, John W.
Caswell, W. Herbert
Chadwiek, George B.
Chapman, Charles D.
Chappell, C. P.
Chase, Thomas H.
Clap, Harvy
Clarke, Herbert A.
Clifford, Charles C.
Collamore, George W.

Collins, David S.
Cook, Austin S.
Cooke, Samuel P.
Cooper, Louis H.
Corr, Peter H.
Crafts, Albert B.
Croft, Howland
Cross, George D.
Cummings, Arthur B.
Cunningham, Edward F.
Cushing, A. L.
Davis, Henry C.
Dorr, Charles E.
Draper, Ray E.
Drost, C. A.

Dudley, H. H. Eaton, Edwin R. Ellis, W. H. Elms, James C., Jr. Feeley, Ambrose Fisher, Elton B. Francis, E. Charles French, G. Herbert Friedlander, William S. Fuller, Marshal II. Furness, George A. Fyans, J. T. "Getchell, H. Eugene. Giddings, Isaac J. Glass, James Glueck, Edward Grant, George P., Jr. Greene, George W. Greene, James Cullen Greene, W. Maxwell Halladay, Harry II. Hallett, William R. Ham, Livingston Hanson, Herbert F. Hartley, Harry Hawkins, Ory W. Hayward, Henry T. Hiscock, Henry L. Holden, Frank E. Holt, William F. Hopkins, Earl C. Hovey, Fred E.

Howard, Frederick A. Howard, Herbert Hudson, Samuel E. Hurd, C. Russell Hutchins, Charles H. Jacobs, B. Richmond Jeneks, Frank II. Jonassohn, Oscar T. Jones, B. L. Jones, Frank R. Johnson, Clarence D. Joslin, C. S. Keach, Edwin H. Keeler, Charles P. Keith, B. F. Kenerson, Austin H. Kent, Willard Kessell, Henry King, Irving Kingman, L. Barney Landers, Albert C. Lane, Herbert R. Lawrence, William F. Lawton, George R. LeCato, William N. Lee, Thomas Z. Leonard, Henry B. Lewis, Ira F. Lewisohn, Jesse Lewisohn, John Liepziger, Siegmund Lilienthal, L.

Lippitt, Clarence W. Ludowiey, John Luther, Charles B. Luther, Gardner C. Mann, Arthur B. Manning, Eugene A. Mara, Joseph P. Marshall, Robert Marshall, John Meader, John F. Mercer, George H. H. Merriman, Charles H., Jr. Merritt, Arthur Mills, Frederick, J. Mulford, Vincent S. McDowell, Henry B. McRae, Arthur A. Neylan, Daniel J. Niehols, Arthur C. Nichols, William P. Nixon, Howard D. Norton, B. F. Page, Rufus W. Parker, Harry C. Peirce, Edward R. Pendleton, James M. Perrin, Royal E. Pierce, Christopher P. Polsey, Charles N. Prew, H. Fred Proctor, Charles S. Rand, F. T.

Rathburn, Edward II. Rhodes, Peleg A. Rice, Clifford H. Rice, Edward R. Rich, William G. Richmond, Harry B. Ricker, Henry H. Riley, Alton H. Robbins, Charles M. Roberts, Charles E. Robinson, A. Melville Robinson, B. F., Jr. Rose, James A. Rusden, E. A. Russell, John M. Sheldon, John L. Shepardson, George L. Shibley, John A. Simpson, Louis Sims, Bernard Skinner, A. Homer Singleton, James H. Smith, Chester B. Smith, Charles B. Smith, George R. Smith, J. Beakley Smith, Lewis M. Smith, Stanley G. Snow, Howard D. Spear, Alonzo P. Stanwood, Gus G. R. Staple, Ernest

Stillman, David F. Stockton, Henry M. Stroud, William Sturtevant, Lorenzo P. Sweatt, M. Louis B. Swift, John B. Taft, Cyrus A. Tenny, Charles H. Theobald, Jean G. Tinkham, Ernest W. Trainor, Henry R. Trunkett, Frederick G. Tucker, James C., Jr. Turner, Henry R. Ulmann, Morris S. Valk, David W. Wagner, George W. Watson, Clarence L. Watt, George D. Weinz, W. C. Weld, Charles II. White, A. Tenny White. Selim S. White, William H. Whitin, G. Marston Wiley, S. Brewster Williams, Herbert M. Willis, George L. Wilson, Charles Wolfenden, John W. Wood, Horace P.

LADY ASSOCIATE MEMBERS, 134.

Abbot, Mrs. Chas. W., Jr. Aldrich, Mrs. E. Frank Aldrich, Miss Maud A. Allen, Miss Anna M. Almy, Miss Mary C. Andrews, Mrs. Albert L. Andrews, Miss Leila P. Anthony, Mrs. Sarah F. Armington, Miss E. E. Arnold, Miss Jessie L. Avery, Mrs. William B. Ballou, Mrs. Susan A. Barker, Mrs. Richard J. Barnes, Mrs. John M. Bassett, Miss Bertha M. Belden, Miss Marion H. Blaisdell, Miss Florence D. Blodgett, Mrs. Susan C. Boyd, Mrs. John E. Boyden, Mrs. George E. Bratesman, Miss C. F. Bridge, Miss Alice. Brophy, Miss Mary Buell, Mrs. William C. Butler, Miss Irene B. Capron, Miss Helen M. Carpenter, Miss Anna M.

Carpenter, Mrs. Edmund Cary, Mrs. Antoinette H. Caswell, Miss Addie H. Chase, Miss Isabel F. Chase, Mrs. William B. Chubbuck, Mrs. Etta H. Coleman, Miss Anna Collins, Miss Alice R. Collins, Mrs. George L. Cranston, Miss Helen Cranston, Miss Louise Crowell, Miss Carrie J. Crowell, Mrs. James L. Curry, Mrs. Aaron B. Danielson, Mrs. C. I. G. Dart, Miss Amy F. Dart, Mrs. William C. Dawson, Miss Margaret A. Douglas, Miss May E. Duffy, Miss Anna G. Duffy, Miss Susan G. Dugane, Miss Mary Dunphy, Miss Mabel Dunster, Mrs. Henry, Jr. Dyer, Mrs. Mary E. Eames, Miss Laura C. Edgar, Mrs. Jane H.

Edwards, Miss Ethel M. Ely, Mrs. Joseph C. Evans, Miss Martha W. Flanders, Miss Nellie S. Fletcher, Miss Sarah Fortier, Miss Alice P. A. Foster, Miss Alice L. Fox, Miss Esther Gladdings, Mrs. Wm. B. Glover, Miss Sarah J. Greene, Miss Florence C. Harrison, Mrs. Charles E. Himes, Miss Bertha L. Holbrooke, Miss M. F. Jeneks, Miss Anna B. Kenyon, Miss Harriet M. Kern, Miss Fannie R. Kindelan, Miss Mary A. Kingsley, Miss Jennie E. Laity, Miss Lisle Lawton, Miss Phæbe I. Leu, Mrs. Charles W. Lincoln, Mrs. Ada M. Linton, Miss Rachel M. Lithgoe, Miss Margaret Losea, Miss Florence A. Luther, Mrs. James W.

Lyons, Miss B. Laura Martin, Miss Rosa Metcalf, Mrs. I. Harris Metcalf, Miss Lucy A. Miller, Mrs. Elizabeth P. Moody, Miss Louise M. Mumford, Miss Ida G. Murray, Mrs. J. Midgley McAuslan, Mrs. George R. McDonald, Miss Lena G. McGuinness, Miss Ellen A. Nichols, Miss Emma O'Brien, Miss Mamie Parker, Mrs. J. Fred Payton, Miss Carrie Pearlstone, Miss Anna T. Pierce, Mrs. Grace W. Potter, Miss Dorothy F. M. Potter, Miss Hattie A. Potter, Mrs. Isabel Y. Provan, Miss Flora Ralph, Mrs. L. E. Ralph, Miss Nellie Ray, Mrs. Grace Riley, Miss J. M. Rocheleau, Miss M. Flora Rockwell, Miss L. T.

Shaw, Miss Lulie B. Slocum, Miss Grace W. Slocum, Mrs. Philip W. Sprague, Miss Mary L. Stott Miss Anna Swan, Miss Emma L. Taft, Miss Amie II. Teel, Miss H. Russell Thompson, Mrs. Geo. B. Thornton, Miss Hattie M. Tilton, Mrs. I. K. Towle, Miss Mary F. Tremper, Mrs. William C. Underwood, Miss Grace Wade, Mrs. Wm. II. (2d) Wake, Miss Clara Walcott, Miss Florence Wheeler, Miss Grace E. Whitford, Mrs. Alice A. Wild, Miss Annie L. Wild, Miss Kate M. Winsor, Miss Nettie L. Wolters, Mrs. Grace E. Woodward, Mrs. W. C.

DECEASED MEMBERS, 62.

Alfreds, Henry J.
Anthony, Earl C.
Aylesworth, Hiram B.
Bachellor, Charles H.
Baldwin, Charles F.
Barden, Bernard
Barker, William
Barrus, Howard W.
Bloodgood, Horace S.
Boms, Joseph C.
Bosworth, Benjamin M.
Bradley, Charles
Brown, Edward C.

Brown, R. Grenville
Carpenter, George M.
Chadwick, Oliver B.
Chamberlin, H. E.
Chapman, Robert B.
Cole, Walter H.
Congdon, Frank H.
Cranston, Henry C.
Crossley, Robert
Darling, Cortez A.
Farmer, William T.
Fessenden, Samuel
Fessenden, Thomas F.

Fuller, George A.
Gilmore, Robert J.
Grant, George P.
Hartwell, Mortimer H.
Hoppin, Edward W.
Humphrey, L. H.
Johnson, Richard M.
Johnson, George H.
Kelly, E. A.
Liddle, David C.
Lowe, William H., Jr.
Morrow, Robert
Nicholson, William T.

O'Hare, Robert
Pomeroy, H. J.
Pomeroy, Gorham P.
Radeke, Gustav
Rathbone, Oscar J.
Robinson, Edward A.
Rose, George P.
Rose, Rolland L.
Sayles, George A.
Sayles, James R.
Schott, John C.
Sheldon, William D.

Spencer, Thomas
Spicer, Henry R.
Thayer, Edward
Troup, John E
Tueker, William A.
Van Slyck, Nicholas
Waterman, William B.
Wesson, Samuel A.
West, George J.
Wheaton, Mark O.
White, Henry C.
Wilkinson, George

SUMMARY—JUNE 3, 1899.

Active	659	
Army and Navy	2	
Life	1	
Non-resident	235	
Associate Lady	134	1,031
Registered Lady	650	
Registered Children		711
Total		1,742

GEORGE H. BURNHAM,

4 EQUITABLE BUILDING.



Auctioneer and Appraiser.



REAL ESTATE

AND LOCAL STOCKS.

Lorraine Mills Remnant Room.

A full line of seasonable fabrics in Remnants and Seconds.

These Remnants and Seconds are slightly defected pieces of cloth which for manufacturer's reasons cannot be sold to the trade.

Consequently they are disposed of through the Remnant Room, direct to the consumer at less than manufacturer's prices.

The seasonable goods carried are:

Ginghams,
Silk Ginghams,
Lawn,
Muslins,
Shirtings.

Cheviots,
Serges,
Cashmeres,
Coverts,
Nun's Veiling.

Lorraine Manufacturing Co.

PAWTUCKET, R. I.

THE CRYSTAL ICE COMPANY,

Wholesale and Retail Dealers.



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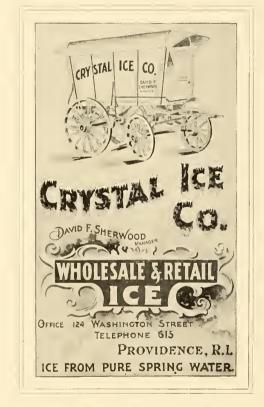
We give the most careful attention in the selection of our Ice, and use only the best that can be obtained, as Pure Ice adds much to the health of the community.

We believe in doing our best to give our patrons exactly what they expect, and at the SAME PRICE that inferior ice is sold.



Genl. Manager and Proprietor,

Mr. David F. Sherwood.



CAPACITY 90,000 TONS.

OUR ICE IS CUT FROM PURE SPRING WATER FROM THE FOLLOWING PONDS

Barrowsville Lake, Mass.
Crystal Lake, North Smithfield.
Tarkiln Pond, Burrillville.
Spring Green Pond, Warwick.
Sand Pond, Cranston.
Print Works Pond, Cranston.
Which are fed by springs only.

From these ponds the Crystal Ice Co. obtain ALL their Ice for family use. All of them are free from sources of pollution. Therefore this Ice is especially suitable to use in drinking water and cracked Ice in sickness.

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main office, 124 Washington Street.

HISTORY

OF THE

PROVIDENCE ATHLETIC ASSOCIATION.

ITS CLUB HOUSE AND PRIVILEGES.

HE Providence Athletic Association was organized under its charter on May 23, 1891, with 655 members. Its location, on the corner of Weybosset and Potter streets, containing 9.113-9 square feet of land, was voted on January 9, 1893, and Messrs. George L. Shepley, John Shepard, Jr., and Walter A. Peck were appointed a special committee to buy the property and erect a club-house. On May 31, 1893, a first mortgage of \$125,000 and second mortgage notes to the amount of \$100,000 were authorized. These were all taken, and the notes have since been changed to coupon bonds. The Association is authorized to hold

property to the amount of \$400,000. The Association's elegant and commodious building was formally opened with a crowded reception on June 16, 1894, and has been in successful operation since, with all the improvements experience could suggest. It has become indispensable in the life of Providence and vicinity, appreciated alike by its members and the ladies and children of their families.

THE CLUB HOUSE.

The P. A. A. Club House is a five-story brick building, with a basement. The main entrances are handsomely recessed from the street, and an ornamental bay-window, finished in copper, projects

from the front of the building on the second, third and fourth stories. There are also side bay-windows on the second and third stories, and an entrance for servants and the delivery of supplies on Potter street. The structure is equipped with fire-escapes, and the

large, flat roof is strong enough to serve for a roof

garden.

The interior arrangements are upon an ample scale. The building is heated by steam, piped for gas, fitted with pneumatic tubes, and possesses an artesian well-system, a laundry, and an electric lighting system

of its own. At the top of the Club House, in front, an electric emblem blazes forth the Club design at night, and the brilliantly-lighted building is even more noticeable than in the daytime. There are two plunger elevators, one passenger, the other for freight: also a sidewalk lift on Potter street. A light-shaft rises above the second story on the servants'

side of the house. There are lavatories on every floor, and the house is fitted with screens, Venetian curtains and awnings. A long-distance telephone room opens from the entrance hall on the first floor, and the Club House has electric time service.

The main office provides post-office, eigar, railroad and





messenger service. There is a coat room with complete service on the first floor, and a cloak room on the fifth. The door-men admit an average of 400 people daily, and a list discloses if any member sought can be found in the Club House. A buffet and lunch-room are situated on the first floor, and serving rooms on the first, second and fourth floors. The Governing Committee's room and Superintendent's office is located on the first floor. The publication office of "THE TRIANGLE" is situated on the second floor, as well as a photographic dark room. The kitchen, pantry, storerooms and servants' quarters are on the fifth floor. There are many comfortable chambers on the third floor. Some members reside at the Club permanently.

The bowling alleys are in the basement. The eyele room has an entrance from the side-

walk on Weybosset street. The steam, electric and water systems are interesting features. There are two Franklin boilers in the

basement, of 80 horse power each, and fitted with injectors and Worthington pumps. There is a double electric light system, two dynamos with a capacity of 1,200 lights on three circuits, driven by 65- and 50- horse power Armington & Sims engines. The steam laundry is run by a 6-horse power motor. The artesian well, sunk 342 feet into slate formation, has a capacity of 50 gallons a minute when pumped, 35 gallons being the estimate necessary for the house; the temperature of the water is about 55 degrees. A Deane



pump, sending $2\frac{1}{2}$ gallons a stroke, and commonly run 20 to 25 strokes a minute, drives the water to the storage tank on the roof, holding 10,000 gallons, and thence the water is distributed through the house.

HOURS.

HE Club House is open the year round from 8 A. M to 12.30 at night, except Sundays, when it closes at 11.30 p. M. The dining and beverage service is maintained until midnight, but on Sundays closes an hour earlier; upon special occasions different arrangements are made. The employes are neatly liveried in blue, and divided into two watches. There are 75 in all departments of the Club House. One of the House Rules, in force in all clubs to preserve equality of attention and proper service,

reads:—"No member or visitor shall give any money or gratuity to any servant of the Association." The division of hours in the various departments, and in the gymnasium classes, is regulated by special rules. Generally speaking, Tuesdays and Fridays are for ladies in the daytime.

DINING ROOMS.

The main dining room, located on the fourth floor, and handsomely hung with paintings, is 42 by 50 feet, and ordinarily seats 105 persons; as many as 150 people, however, can be accommodated at a special dinner. A serving room and a wine room both open from the dining room, and a eigar case is placed at the desk. The arrangement is principally that of small tables, seating two to four people, although larger parties can be placed together, and a large oval table occupies the centre of the room. There is a handsome



sideboard and special monogram linen, china and silverware. From 12 to 3 o'clock daily a table d'hote lunch is served for thirty-fire cents, and it is unequalled in the city. There is also a regular menu served to order, and an extensive earte du jour. The prices here, as of other things in the house, are lower than in the city's first-class restaurants and hotels. Everything



is of the best quality and prepared in a manner not approached elsewhere. Orders can be given at the office or by telephone 856, to be served at any desired time. On Saturday evenings, in the winter, the ladies' theatre dinners (table & hote, for a dollar), are given here from six to eight, with an orchestra. Early breakfast is served for lodgers. The complete menu is served only in the dining rooms and sent to the Turkish Baths, but sandwiches, crackers and cheese are served throughout the Club House, except in the fencing and boxing rooms, gymnasium and swimming pool.

The private dining room, on the fourth floor, is in

considerable demand for dinner parties. In fact, dinners of various societies and social bodies are constantly being given at the Club House. The gymnasium is brought into use for larger organizations, and can accommodate as many as 500 diners. Notable dinners here have been that tendered the Mexican, Central and South American Trade delegates, the dinner of the Brown University Club, of Providence, and the Alpha Delta Phi Convention.

In the ladies' dining room on the fifth floor the full service is maintained. This dining room seats 36 people; tables are spread in the adjoining reception room for any excess, making it possible to accommodate 60. It is a particularly well-liked resort for suppers after the closing of the theatres. The location of the Club House, within a block of the principal shopping district, makes the

ladies' department a favorite place for shoppers, both with city residents and for ladies out of town. In fact, the service of the Club House readily shows it to be the easily accessible centre of 300,000 people, located as it is, upon almost the principal street of the city of Providence, and passed by nearly all lines of trolley cars.

SOCIAL ROOMS.

The second story of the Club House is its social floor. The Club "smokers" are sometimes given in this portion when not presented in the gymnasium, with its large stage. The second floor comprises the spacious parlors, the reading room, writing room, the social card rooms and the large billiard room. There is

a cosy fire-place, daily papers, and a large variety of magazines and periodicals in the quiet, well-lit reading room.

In the centre of the front parlor a large table displays the Club books received from other associations. Here are found many of the Association's celebrated gallery of paintings by Rhode Island artists, and along the hallway a unique collection of old prints and some marines. The writing room contains excellent examples of poster art. The billiard room occupies the entire southerly end of

> this floor, and is completely equipped with four billiard and three pool tables, of Garden City make and firstclass quality. There are free and private eue racks, a cigar case, and a raised platform for spectators to witness matches and tournaments.

> The ladies' writing room, reception room and dining room on the fifth floor are about the daintiest bit of work in the Club House, although the entire interior is noteworthy in its art variations of color in the finish.

> The ladies' rooms are decorated in Louis Quatorze style, hung with paintings, and a beautiful fire-place is sur-



rounded by etchings in satin depicting characters from the works of George Eliot. There are papers and magazines, and an extensive library of the better fiction fills an idle hour.

There are about 125 papers, periodicals and magazines, in all, furnished at the Club House.

SOCIAL ENTERTAINMENTS.

The P. A. A. has always been more than generous in its entertainments and social occasions. It has furnished at one time and another, free to its members, about everything to be found in the amusement line, such as chamber concerts, band concerts, music recitals, dancing, minstrel shows, vandeville, lectures, concerts, gentlemanly athletic entertainments, smokers, moonlight excursions, etc. The selections have been varied, and no one could be found who would not be pleased with something. The P. A. A. has always been to the front in its entertainments, and it is always patriotic and public-spirited. A special committee has charge of the social entertainments, and its energy and good judgment contributes greatly to their success. The apparatus in the superb Gymnasium is so constructed that the floor can at once be cleared of all obstructions and the room turned into a fine theatre, with splendid stage and fixtures.

ART GALLERIES.

The Club House is richly endowed with art. Its Art Committee has brought together on its walls a representative collection of the work of Rhode Island artists, and nowhere else in the State can such a valuable selection be found. The canvases are all excellent, and many of them magnificent examples of the work of painters known everywhere in the art world. The catalogue is as follows:

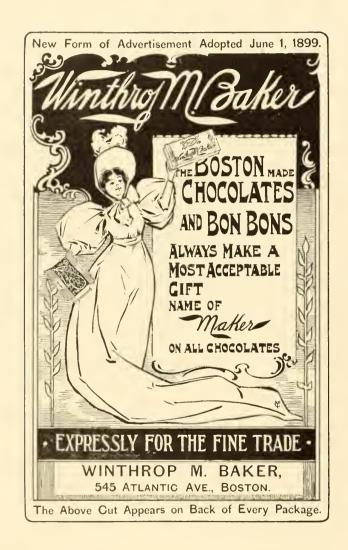
CATALOGUE.

PRESENTED BY THE ARTISTS.

OILS.

Androelus and the Lion (2)
Vase and Flowers E. C. Leavitt
Marine Storm
Portrait of Ex-President George L. Shepley L. D. Norton
Grandfather's Joy
Landscape, with Cattle G. W. Whitaker
New Hampshire Landscape
Shore Scene
Sheep Miss M. N. Pairpoint
Landscape in Capri
Girl
Bieyele Girl
Fish
Fruit
Marine
Italian Landscape F. C. Mathewson
Fleur-de-lis
Children in Field
Chrysanthemums
F. W. Marshall
Landscape
Cows at Pasture
Landscape
Marsh Scene
Ducks E. L. Swan
Shore Scene
"Dorothy's Hollow," Narragansett Pier
Mountains

Marine Profile	Egyptian Scene (oil)
Flower Garden S. R. Burleigh	Old English Prints
Girl in Boat	BY GEORGE L. SHEPLEY.
Marine Henry W. Cady	Yacht (oil)
Flowers	" Fred S. Cozzens
" Miss Coleman	Naval Vessels (photographs)
Landseape	BY JOHN SHEPARD, JR.
"	Marine—Off Rocky Point (oil)
Glastonbury Cathedral W. Livingston Anderson	BY E. II. TINGLEY.
Flower Girl	Bust (in plaster), John Howard Payne
The Woodland Brook S. R. Chaffee	BY STEPHEN WATERMAN. Country Club (photographs)
Athletic Entertainment	"The White City" (steel engraving)
Billiard " Frank II. Martin	BY "THE TRIANGLE."
Ladies' Day, June 16, '96	Portrait of Washington (albertype)
PRESENTED BY MEMBERS.	Toddy at the Cheshire Cheese (print)
BY ISAAC C. BATES.	The Village Doctor (print)
Figure of Fisherman (oil) E. Baxter	BY G. W. WHITAKER.
BY EDWARD S. ALLEN.	Wind Storm (oil) G. W. Whitaker
Windmill at Tiverton (oil) B. W. Stillwell	Boat on Lake Shore (oil)
Landseape (oil)	BY ALONZO FLINT.
Dutch Boats (water color)	Judith (oil)
BY S. M. VOSE.	BY C. J. DAVOL.
Scene in Algiers (oil) T. Robinson	Constantinople (photograph)
Landseape (oil) Lacombe	BY THE CALUMET CLUB.
Rocks and Pool (oil)	The Calumet (water color)
Portrait of Napoleon (print)	BY P. A. A. BOWLING TEAM, NO. 1, 1897-98.
BY WALTER A. PECK.	"The Armada is in Sight" (steel engraving)
Hen and Chickens (oil)	WILLIAM M. P. BOWEN,
Partridge (oil)	Secretary, P. A. A.



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I have known Prof. Josselyn many years, and can acknowledge his worth in his chosen field.

Not only an able executant and entertainer, but a composer of great merit. Many of his compositions have reached a high degree of popular favor.

D. W. Reeves,

O. W. KEEVES, of Recres' American Bund.



ARTHUR SAVAGE JOSSELYN,
Solo Pianist

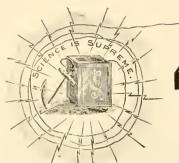
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THE PICTURE

represents the work of two men with chisels and wedges in two hours and fifty minutes. Not only the side wall of the safe, but that of the inner steel chest was entirely removed. It was a splendidly built safe.

THE MODERN BURGLAR

takes no such noisy or troublesome way. He merely has to attach a piece of carbon by a piece of wire to the electric light connection or to the trolley wire or to his own batteries, and then smoke a comfortable eigar while he burns holes the diameter of his arm through chrome steel, Corliss safe metal or any thing else that is called "burglar-proof," at the rate of almost an inch every two minutes.



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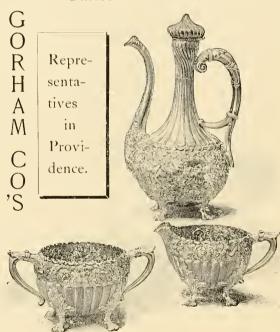
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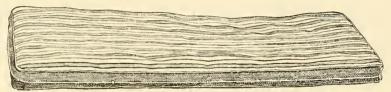


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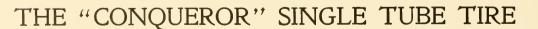






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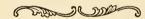
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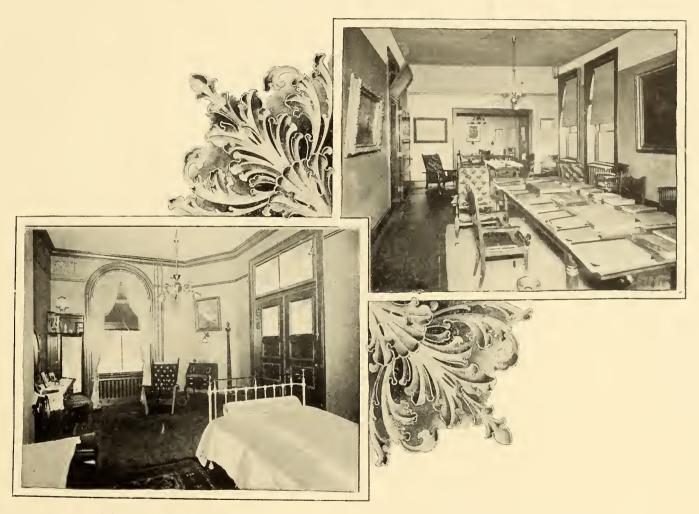
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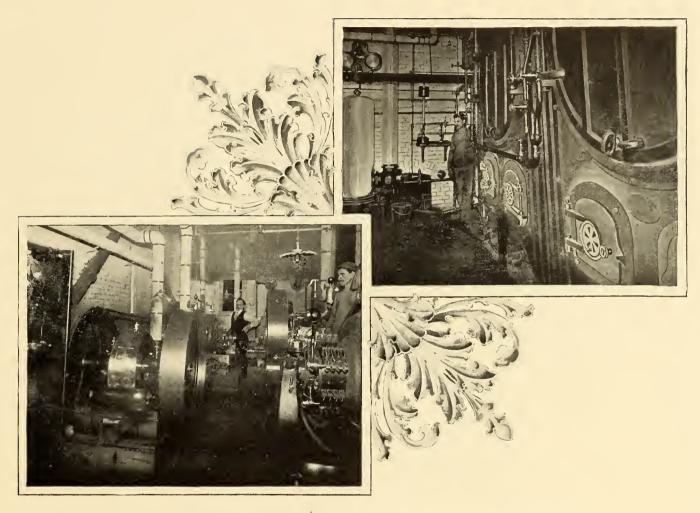
The house of Ginn & Company, the well-known school-book publishers, has for many years been second to none in the educational value of its books, and in the short space of a little over a quarter of a century has grown to be the largest single school-book house in America. It has branch offices in New York, Chicago, Columbus, Atlanta, Dallas and London.

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LADIES' RECEPTION ROOM—FIRST FLOOR.





LADIES' DRAWING-ROOM.

"Im Tiefen Keller."

.........

Few there are who have not, at some time, heard this old song. They may have heard its ringing strains burst from the throat of either a Ludwig, DeReske, or a Whitney, sung with all the dash of which a great singer is capable; but to hear it aright one should actually be "Down deep within the cellar," and hear the melody roll from the lips of a great German basso, while "Drinking, drinking, drinking," Such was my privilege in September of 1889.

It was at Creuznach, near the Rhine, that old German city originally founded by the Romans and now famous for its vintages of wines. It is an old saying that if you would see the carnival, see it at Rome. If you would drink the wines of the Rhine, drink them at Creuznach; not in a "Weinstube," but in some deep, cool and semi-dark wine yault.

It was in this old city that I met Herr X, the great basso, and heard him sing. Through him I met Herr Wirth, the genial owner of large vineyards and a connoisseur in wines. Then it was my good fortune to drink rare old wines and to wonder why we never had such in America. At least I did wonder then, but do so no longer. Under their guidance I visited the Kauzenberg, famous for its wines even in so famous a city. Then through the courtesy of Herr Wirth I visited his own vineyards. It is a glorious estate, and may well bring forth good fruits. The vines hung heavy with the great purple clusters of grapes waiting to give up their fragrance and flavor to a new vintage that should in time delight the taste of an epicure. After watching the transition from grape to wine by the picturesque clad peasant, we visited the great vaults of Herr Wirth, and here came the song. Before us lay the immense casks and butts piled tier on tier. We sampled Hocheimer of 1874, Niersteiner of a still older vintage, Steinwein, Norheimer, and yet more. In a moment of inspiration the great basso, who had gone with us, leaning against a huge

butt and with a glass of old Wachenheimer held aloft where the slanting rays of light shone through the glass, turning each bead to a crystalized gem, he suddenly opened his lips and out pealed "Im tiefen Keller."

Never was song so sung before; the long, cool vault, the great casks, silent, yet oh, so full, and the singer, with glass poised aloft, sending out tone after tone as only a great singer can at moments of inspiration. My host was moved to tears and another bottle, which the singer and myself were too much wrought up to refuse. It may be uncertain as to whether it was the surroundings, coupled with the famous brew, which so brought out the beauty of the song, but there was no uncertainty as to the wines. They needed no accompaniment to add to their aroma and taste.

It was with feelings of regret that I was at last obliged to leave the great vault and the host, and a day later to leave Creuznach. Never would I hear this old song again under such circumstances, and never would I again taste such wines. It is no wonder that Mendelssohn was inspired to write his beautiful "Rhine Wine Song," if he ever visited Creuznach. No wonder that the "Rhinelanders" have the reputation of "knowing how to live." The poorest repast, when washed down by such wines, would become a kingly feast.

From that occasion I have never cared to listen to the song again. Neither have I eared to taste again the vintage of the Rhine until quite by accident I met Mr. Wirth, of Jacob Wirth & Co., here in Providence, and recalling the incident of the song, Mr. Wirth invited me to visit his vaults located in Providence, and afterwards his vaults located in Boston. Here I found the same old wines; here they were bright and sparkling, brought directly from his estate and vaults in old Creuznach, without passing through the hands of some vandal who did not know a wine from a cider. Again I drank the beloved old Wachenheimer and Steinwein, and blessed the fate which threw me in the path of Herr Wirth.



LADIES' MORNING ROOM.

JOHN T. FEARNEY,

WHOLESALE AND RETAIL
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OYSTERS, LOBSTERS,

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LADIES' DINING ROOM.

M. VOGEL, STEWARD.





VIEW FROM LADIES' DINING ROOM.

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Are undoubtedly the most conspicuous articles of Furniture that can be used in a home or office. There is nothing that attracts

the eye so quickly, or adds so much dignity and beauty to the room. In consequence, they should be of artistic design and correct in every detail. The material, workmanship and finish should be of the best. They need not of necessity be expensive in order to have these very essential qualities.

If you buy from parties who have a reputation for artistic work, you can find what is required at prices that will suit your purse. We now have THE FINEST AND LARGEST WAREROOMS in our line in New England, if not in the United States. Three floors in our Providence Warerooms are filled with every grade of goods, including over one hundred different designs of MANTELS.

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LEAVITT PICTURE, IN PROVIDENCE ATHLETIC ASSOCIATION'S CLUB HOUSE.

WOMEN AT THE ATHLETIC.

The wife, mother, unmarried daughter and unmarried sister of any member may receive a card, free, entithing her to the privileges of the



ladies' portions of the Club House. These are called registered lady members. Other ladies may receive the same privileges, when their names have been regularly approved by the Governing Committee, at an annual charge of \$10.00, the year expiring September 30th. These associate lady members believe their privileges well worth the thirty-eight and a half cents a week charged.

The ladies at the Club House always have the use of their reception rooms and dining room; during

the day time Tuesdays and Fridays they have the exclusive use of the Turkish Baths, Swimming Pool, Gymnasium and locker room, and on Friday afternoons they are entitled to use the Bowling Alleys. On Saturday evenings, in the winter, the ladies' theatre dinners are served in the main dining room, and they of course attend all entertainments and special occasions provided for them.

The service is complete, including a hairdresser and manicure, besides the attendants in the Turkish Baths, a housekeeper, a dressing maid in the locker room, and one in the cloak room. The dining-room service is better than in private houses generally, and the orders are generous. Those who complain incessantly are of the class who "would find fault if they were going to be hung."

The magazines and library are very convenient for all ladies who wish an hour's rest in the busy part of the town.

The privileges of the Gymnasium are not appreciated because they are not understood. There are many ladies under the care of physicians who would do well to take an intelligent course of gymnastics under the instructor in charge of this work, subject at all times to carrying out the directions of the family physician. Many now owe their good health in great measure to the work in the Gymnasium. Not only is this work exhibitating, but the shower baths in connection are most beneficial: during the cold weather their use has prevented the usual colds contracted when such opportunities have been lacking.

The Turkish Baths have greatly improved, and every effort is made to give the best service and comfort to the patrons.

The Swimming Pool adds much to the value of the Club, as ladies and young children are taught to swim here successfully before venturing in the ocean.

The privileges are many, and are appreciated by the ladies of the P. A. A.

THE LADIES' COMMITTEE.

WHIST AMONG THE MEN.

From the time the P. A. A. first opened its doors, the game of whist has had many followers among the members. The Narragansett Whist Club, one of the oldest in the United States, joined the P. A. A. in a body, and formed the nucleus of the whist element, which has since grown steadily in numbers. The club players have an enviable reputation as prize winners at home and abroad. The American Whist League challenge trophy has been won, defended, and lost a number of times, while the trophies of the New England Association travel periodically between this city and Boston. This record is especially true of the Robinson Trophy. This trophy was given to the New England Whist Association by Mr. George H. Robinson, of the P. A. A., to be played for as a perpetual trophy by the clubs of the New England Association. The giver provides a handsome shield to each club that wins the trophy twelve times. The P. A. A. has already secred a number of wins toward a shield, and hopes in the near future to have one hanging on the wall in the whist room.

In all of the New England meetings, P. A. A. names will be

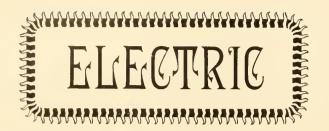
found among the prize winners. In the spring meeting (1899) of the N. E. W. Association, at the Vendome, in Boston, nine prizes, nearly if not quite one-half of those awarded, were won by P. A. A. players.

One of the special features of the whist play in the club is the Saturday evening matches, under the Howell system for pairs. These matches have done more to bring outside players into the whist room than any other method of play. A small entrance fee is charged, which is used to provide two sets of prizes, which go to the pairs making the highest and next to the highest scores for the evening's play. Monday and Wednesday evenings are devoted to play in teams of four and straight whist.

The P. A. A. offers exceptional advantages to all whist players who may wish to become members. The whist rooms are large, quiet, well ventilated, well lighted, and fitted up second to none in New England.

B. B. MANCHESTER,

Secretary of Committee on Card Games.



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P. A. A. CHAMPION INTER-CITY WHIST TEAM, 1898-99.

WHIST AMONG THE WOMEN.

Shortly after the Athletic Association became an accomplished fact, the best whist players congregated there, and it did not take long to realize that, as a local whist centre, it had no equal. The women shared this feeling, and ever since the earliest whist tournament, in 1897, it has been the aim of the management to elevate the standard of play and create the impression throughout the city that nowhere could such good whist be found among the women.

The Ladies' Committee then started a tournament, which was such a decided success that ever since three or four have been given every year, varying in length from six to twelve meetings. Strange as it may seem, the first principles of whist, absolute quiet, and whist for *scores* not *prizes*, were inculcated from the start.

A large matinee whist was given in April, 1897, filling the gymnasium, and initiating many into the mysteries of duplicate whist. That same month five women were sent to represent the P. A. A. at the congress which met in Philadelphia to form the Woman's Whist League. No scores of special merit were made, but the whist horizon had widened, and they came home with an idea of what whist meant to the women of other cities.

In November of the same year about twenty ladies, who had been prominently identified with the tournaments, met to organize a whist club for further development and study. Up to the present time the club, known as the P. A. A. Ladies' Whist Club, although not a precocious infant, has grown in grace and strengthened, until the standard of play is beyond the most sanguine expectations. All whist clubs of any stability seem to go through various stages of development, and this one has seen its ups and downs, but the unjust spirit of criticism and narrow-minded bickerings seem to

be wanting. The business meetings are so arranged that every voice can be heard, and it is realized that if the feelings of the individual are not stated at the proper time it is much better for her thereafter to hold her peace. Another thing is universally admitted, that those who do not work have no right to sit by and criticise; so, altogether, it is quite a model club. The membership is about thirty, and it has an excellent Constitution and By-Laws, and is a member of the W. W. L. To the skeptical men who say, "Oh, yes, woman's whist," they throw down the gauntlet without fear or trembling, simply asking for a chance to show what two years of hard study has done for them.

In April, 1898, the whist club gave a large evening whist, which was an immense success. Over eighty tables were in play. Soon after the club sent a team of four to Philadelphia to the Woman's Whist Congress. One of the members was the secretary of the League, and Providence was well represented. The four, as a team, did not make a good score, but each member won "top" in some one of the open contests, and six prizes came to this city. The club has been greatly aided in its upward struggle by the well-known whist teacher, Mrs. Wm. C. Buell, who is one of its most prominent members. Classes have been formed, and much of the good playing in the club is due to her fine instruction.

The women of Boston have been studying whist likewise, and the Marlborough Club offered a trophy to be contested for by teams of four women, the trophy to be the property of the four who win twelve times. A team consisting of Mrs. W. C. Buell (captain), Mrs. C. R. Bucklin, Mrs. W. C. Tremper and Miss Greene, entered the contest and won the trophy from a Salem team. This they suc-

cessfully defended against the team from Waltham, but lost, the following week, to the four from the Cavendish Club of Boston. Before playing again the team is strengthened by practice and a chance to rest. The 48 boards required for a match wear upon the strongest constitution, and it is not understood why such a demand was made by the club offering the trophy.

Friday afternoon tournaments have been carried on for the benefit of those who enjoy whist but do not particularly care to study it. Some idea of the popularity of whist at the P. A. A. may be gained from the fact that an invitation tournament was planned for one Friday afternoon, and one hundred and thirty were present, without special preparations. Matinee whists are popular in the gymnasium, and as some four hundred can be comfortably seated, next season will doubtless witness many such attractive events, besides the regular tournaments.

ONE OF THE WOMEN WHIST PLAYERS.

LADIES' WHIST CLUB, P. A. A.

CONSTITUTION.

ARTICLE I.

Section 1.—Name.—This organization shall be known as the Providence Athletic Association Ladies' Whist Club.

SEC. 2.—Object.—The object of this club is to encourage and aid the study and play of whist.

SEC. 3.—Membership.—Any lady may become a member who is a member of the Providence Athletic Association.

ARTICLE II.

Section 1.—Regular Meetings.—There shall be a regular meeting for the transaction of business the first Tuesday of each month, excepting June, July, August and September.

Sec. 2.—Annual Meetings.—The regular meeting the first Tuesday in November shall be the annual meeting.

SEC. 3.—Special Meetings.—Special meeting may be called at any time at the discretion of the President, or by the Secretary, on the written request of five members.

Sec. 4.—Quorum.—Seven members shall constitute a quorum.

ARTICLE III.

Section 1.— Officers.—The officers of this club shall consist of a President, a Vice-President, a Secretary and Treasurer, and an Official Scorer, all of whom shall be elected at the annual meeting, and shall hold office for the term of one year and until their successors are elected. Vacancies in any office may be filled by vote of any regular meeting.

SEC. 2.—Duties of the President.—The President shall preside at all meetings of the club, and shall be ex-officio a member of all committees.

SEC. 3.—Duties of the Vice-President.—The Vice-President shall perform the duties of the President in her absence or inability to act.

SEC. 4.—Duties of the Secretary and Treasurer.—The Secretary and Treasurer shall keep full records of the meetings of the club, shall collect all dues, have charge of all the funds and disburse them only as directed by vote of the club.

SEC. 5.—Duties of the Official Scorer.—The Official Scorer shall take charge of the score eards used in all matches, shall compute the

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scores under the direction of the Committee on Cards, and shall preserve the results in such form as the President shall direct.

ARTICLE IV.—COMMITTEES.

Section 1.—Committees on By-Laws.—At the annual meeting the President shall appoint a committee of three on By-Laws, who shall hold office until the next annual meeting. They shall report on all proposed amendments to the Constitution and By-Laws.

SEC. 2.—Committee on Nominations.—At a special meeting in October, the President shall appoint a Committee on Nominations of either three or five members, as she shall see fit, who shall present, at the following annual meeting, a list of nominations for the officers to be then elected.

SEC. 3.—Committee on Play.—The President shall at least one week prior to each regular meeting appoint a committee of three on play, who shall hold office for the following calendar month, and during that time shall have charge of the cards, trays, and other paraphernalia belonging to the club, shall keep the same in proper condition for use, superintend the formation of tables, determine the

system under which all matches shall be played and the method of scoring the same, shall give directions concerning the disposition of the score cards, and shall perform such other duties in connection with the above as the President shall direct.

Sec. 4.— *Vacancies on Committees*.—The President may fill vacancies on any committee at any time.

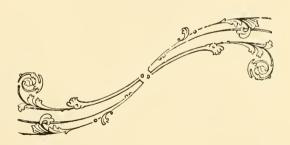
ARTICLE V.

Section 1.—Amendments.—The Constitution or By-Laws may be amended at any regular meeting by a two-thirds vote, providing notice of the substance of the proposed amendment has been given at the preceding regular meeting.

BY-LAWS.

I.—Each member of the club shall annually pay to the Treasurer the sum of \$2.00.

II.—The laws and etiquette as adopted by the American Whist League shall govern the play of this club.



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BECAUSE IT IS AS FINE AS CAN BE MADE.

Wise Women Use THE FAMOUS NARRAGANSETT MALT EXTRACT

BECAUSE IT IS AN ABSOLUTELY PURE ARTICLE THAT INVIGORATES.

Wise Housekeepers Use

OUR ARTIFICIAL ICE

BECAUSE IT IS MADE FROM ABSOLUTELY PURE SPRING WATER WHICH CONTAINS NO GERMS.

Narragansett Brewing Co.



DUPLICATE WHIST.

OFFICIAL LAWS, ADOPTED JULY, 1898, BY THE AMERICAN WHIST LEAGUE.

[FOR GENERAL WHIST RULES, SEE THE NUMEROUS TREATISES ON THIS SUBJECT,]

Law I, Section 1.— Definitions.—The words and phrases used in these laws shall be construed in accordance with the following definitions, unless such construction is inconsistent with the context:

- (A) *Hand.*—The thirteen cards received by any one player are termed a "hand."
- (B) *Deal*.—The four hands into which a pack is distributed for play are termed a "deal;" the same term is also used to designate the act of distributing the cards to the players.
- (C) Tray.—A "tray" is a device for retaining the hands of a deal and indicating the order of playing them.
- (D) Dealer.—The player who is entitled to the trump eard is termed the "dealer," whether the cards have or have not been dealt by him.
- (E) Original Play, Overplay.—The first play of a deal is termed "the original play;" the second or any subsequent play of such deal, the "overplay."
- (F) Duplicate Whist.—"Duplicate Whist" is that form of the game of whist in which each deal is played once only by each player, but in which each is so overplayed as to bring the play of teams, pairs or individuals into comparison.
- (G) Renounce, Renounce in Error, Revoke.—A player "renounces" when he does not follow suit to the eard led; he "renounces in error" when, although holding one or more eards of the suit led, he plays a eard of a different suit; if such renounce in error is not lawfully corrected, it constitutes a "revoke."
 - (H) Trick "Turned and Quitted."-A trick is "turned and

quitted" when all four players have turned and quitted their respective cards.

LAW II, SEC. 1.—Formation of Teams, Arrangement of Players.—The contesting teams must each consist of the same number of players. They may be formed and seated at tables as determined by agreement, lot or otherwise, and the positions of the players at the table shall be designated as "North," "East," "South" and "West."

LAW III, Sec. 1.—Shuffling.—Before the cards are dealt they must be shuffled in the presence of an adversary or the umpire. Each player has the right to shuffle them once before each deal, each new deal, and each new cut. In all cases the dealer may shuffle last.

SEC. 2.—Right to Re-Shuffle.—The pack must not be so shuffled as to expose the face of any card, and if a card is so exposed each of the players has the right to re-shuffle the pack.

Law IV, Sec. 1.—Cutting for the Trump.—The dealer must present the eards to his right hand adversary to be cut; such adversary must take from the top of the pack at least four eards and place them towards the dealer, leaving at least four eards in the remaining packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other. If in cutting, or reuniting the separate packets, a card is exposed, the pack must be re-shuffled and cut again; if there is any confusion of the eards or doubts as to the place where the pack was separated, there must be a new cut.

LAW V, SEC. 1.—Dealing.—When the pack has been properly ent and reunited, the cards must be dealt, one at a time, face down, from the top of the pack, the first to the player at the left of the



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dealer, and each successive card to the player at the left of the one to whom the last preceding eard has been dealt. The last, which is the trump card, must be turned and placed face up on the tray, or, if no tray is used, then at the right of the dealer.

SEC. 2.—Compulsory New Deal.—There must be a new deal:
(A) If any card except the last is faced or exposed in any way in dealing. (B) If the pack is proved incorrect or imperfect. (C) If either more or less than thirteen cards are dealt to any player.
(D) If the dealer's hand does not contain the trump card.

SEC. 3.—New Deal on Request.—There must be a new deal at the request of either player, provided such request is made by him before he has examined his eards: (A) If the eards are dealt by any person other than the dealer. (B) If the pack has not been properly cut. (C) If a card is dealt incorrectly, and the error is not corrected before another card is dealt. (D) If the trump card is placed face down upon any other card.

Law VI, Sec. 1.—The Trump Card, Trump Slip on Original Deal.—The trump card and the number of the deal must be recorded before the play begins, on a slip provided for that purpose, and must not be elsewhere recorded. Such slip must be shown to an adversary, then turned face down and placed in the tray, if one is used.

SEC. 2.—When to take up the Trump Card.—The dealer must leave the trump card face up until the first trick is turned and quitted, unless it is played to such trick. He must take the trump card into his hand and turn down the trump slip before the second trick is turned and quitted.

SEC. 3.—On the Overplay.—When a deal is taken up for overplay, the dealer must show the trump slip to an adversary, and thereafter treat the trump slip and trump card as in the case of an original deal. (See Law VI, Sec. 1.)

SEC. 4.—Naming Trump or Examining Slip.—After the trump card has been lawfully taken into the hand, and the trump slip

turned face down, the trump card must not be named nor the trump slip examined during the play of the deal; a player may, however, ask what the trump suit is.

SEC. 5.—Penalty.—If a player unlawfully looks at the trump slip, his highest or lowest trump may be called; if a player unlawfully names the trump card, his partner's highest or lowest trump may be called.

SEC. 6.—Inflicting Penalty.—These penalties can be inflicted by either adversary at any time during the play of the deal in which they are incurred, before the player from whom the call can be made has played to the current trick; the call may be repeated at each or any trick until the card is played, but cannot be changed.

SEC. 7.—After Deal has been Played.—When a deal has been played, the cards of the respective players, including the trump card, must be placed in the tray face down, and the trump slip placed face up on top of the dealer's cards.

SEC. 8.—Turning the Wrong Trump.—If, on the overplay of a deal, a trump card is turned other than the one recorded on the trump slip, and such error is discovered and corrected before the play of the deal is commenced, the card turned in error is liable to be called.

SEC. 9.—Penalty.—If such error is not corrected until after the overplay has begun, and more than two tables are engaged in play, the offender and his partner shall be given the lowest score made with their hands on that deal at any table; if less than three tables are engaged, the offender's adversaries may consult, and shall have the option either to score the deal as a tie, or to have the pack redealt, and such new deal played and overplayed.

SEC. 10.—Recording Wrong Trump, Penalty.—Should a player, after the eards are dealt, record on the trump slip a different trump from the one turned in dealing, and the error be discovered at the next table, there must be a new deal; if the deal has been played at one or more tables with the wrong trump, the recorded trump

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must be taken as correct, and the pair of the player making the error be given the lowest score for that deal. If, however, less than three tables are in play, there must be a new deal.

LAW VII, SEC. 1.—Irregularities in the Hands: More or less than Correct Number of Cards: Penalty.—In case a player on the overplay is found to have either more or less than his correct number of cards, if less than three tables are engaged, there must be a new deal: but if more than two tables are in play, the hands must be rectified and then passed to the next table. The table at which the error was discovered must not overplay the deal, but shall take the average score.

SEC. 2.—Cards left in the Tray.—If, after the first trick has been turned and quitted, a player is found to have less than his correct number of cards, and the missing card or cards are found in the tray, such player and his partner shall be given the lowest score on that deal.

Law VIII, Sec. 1.—Playing, Turning and Quitting the Cards.
—Each player, when it is his turn to play, must place his card face up before him, and towards the centre of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face down, and nearer to himself, placing each successive eard, as he turns it, so that it overlaps the last card played by him and with the ends toward the winners of the trick. After he has played his card, and also after he has turned it, he must quit it by removing his hand.

SEC. 2.—After Cards are Played.—The eards must be left in the order in which they were played and quitted, until the scores for the deal are recorded.

Sec. 3.—Turning Another Player's Card.—During the play of a deal a player must not pick up or turn another player's cards.

Sec. 4.—Asking to see the Last Cards Played.—Before a trick

is turned and quitted, any player may require any of the other players to show the face of the card played to that trick.

SEC. 5.—Trick once Turned and Quitted.—If a player names a card of a trick which has been turned and quitted, or turns or raises any such card so that any such portion of its face can be seen by himself or any other player, he is liable to the same penalty as if he had led out of turn.

LAW IX, SEC. 1.—Cards Liable to be Called.—The following cards are liable to be ealled: (A) Every card so placed upon the table as to expose any of the printing on its face, except such cards as these laws specifically provide shall not be so liable. (B) Every card so held by a player that his partner sees any of the printing on its face. (C) Every card (except the trump card) named by the player holding it. (D) The trump card, if it is not taken into the dealer's hand, and the trump slip turned face down before the second trick is turned and quitted.

SEC. 2.—" I can win the rest," etc.—If a player says, "I can win the rest," "The rest are ours," "It makes no difference how you play," or words to that effect, his partner's cards must be laid face up on the table, and are liable to be called.

SEC. 3.— Where to Place and when to Play Cards liable to be Called.—All eards liable to be called must be placed and left until played face up on the table. A player must lead or play them when lawfully called, provided he can do so without revoking; the call may be repeated at each or any trick until the card is played. A player cannot, however, be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

SEC. 4.—By whom and when Cards can be Called.—The holder of a card liable to be called can be required to play it only by the adversary on his right. If such adversary plays without calling it,

the holder may play to that trick as he pleases; if it is the holder's turn to lead, the card must be called before the preceding trick has been turned and quitted, or before the holder has led a different card; otherwise he may lead as he pleases.

Law X. Sec. 1.—Leading out of Turn: Penalty Lost.—If a player leads out of turn, and the error is discovered before all have played to such lead, a suit may be called from him or from his partner, as the case may be, the first time thereafter it is the right of either of them to lead; but the eard led out of turn is not liable to be called, and must be taken into the hand. The penalty can be enforced only by the adversary on the right of the one from whom a lead can lawfully be called. If all have played to the false lead, the right to the penalty is lost: if one or more, but not all, have played to the trick, the eards played to such false lead must be taken back and are not liable to be called.

SEC. 2.—When it is an Adversary's Turn to Lead.—If a player leads when it is the turn of an adversary to lead, the right to call a suit is lost, unless the player having the right to inflict the penalty announces the suit he desires led before the first trick thereafter won by the offender or his partner is turned and quitted.

SEC. 3.— When it is Partner's Turn to Lead.—If a player leads when it is his partner's turn, the proper leader must not lead until a suit has been lawfully called or the right to infliet the penalty has been waived or forfeited by his adversaries. If any one leads while liable to this penalty the card so led is liable to be called; but if either adversary plays to such lead, the right to call a suit is lost.

SEC. 4.—Penalty Paid.—If a player, when called on to lead a suit has none of it, the penalty is paid and he may lead as he pleases.

LAW XI, SEC. 1.—Playing Out of Turn.—If the third hand plays before the second, the fourth hand also may play before the second.

SEC. 2.—If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest eard of the suit led, or, if he has none of it, to trump or not to trump the trick: the penalty cannot be inflicted after the third hand has played to the trick. If the player liable to this penalty plays before it has been inflicted, waived or lost, the card so played is liable to be called.

Law XII, Sec. 1.—The Revoke; Revoke Established.—A renounce in error may be corrected by the player making it, except in the following cases, in which a revoke is established and the penalty therefore incurred: (A) When the trick in which it occurs has been turned and quitted; (B) when the renouncing player or his partner, whether in his right turn or otherwise, has led or played to the following trick; (C) when the partner of the renouncing player has called attention to the renounce.

SEC. 2.—Asking Adversary if he Renounced.—At any time before a trick is turned and quitted, a player may ask an adversary if he has any of a suit to which such adversary has renounced in that trick, and can require the error to be corrected in ease such adversary is found to have any of such suit.

Sec. 3.—Correcting Renounce.—If a player who has renounced in error lawfully corrects his mistake, the card improperly played by him is liable to be called; any player who has played after him may withdraw his eard and substitute another; a eard so withdrawn is not liable to be called.

Sec. 4.—Penalty for Revoke.—The penalty for a revoke is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the play of that deal, but is limited to the number of tricks won by the offending side; no pair, however, can score more than thirteen on the play of any one deal. The revoking player and his partner cannot score more than the average on the deal in which the revoke occurs.

SEC. 5.— Claiming Revoke.— A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the score recorded, but not thereafter.

SEC. 6.—Examining Hands for Revoke.—At the end of the play of a deal, the claimants of a revoke can examine all the cards; if either hand has been shuffled, the claim may be urged and proved if possible; but no proof is necessary and the revoke is established, if, after it has been claimed, the accused player or his partner disturbs the order of the cards before they have been examined to the satisfaction of the adversaries.

LAW XIII, Sec. 1.—Miscellaneous: Calling Attention to Trick.
—If any one calls attention in any manner to the trick before his partner has played thereto, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none of that suit, to trump or not to trump the trick.

SEC. 2.—Reminding Partner as to Penalty.—A player has the right to remind his partner that it is his privilege to enforce a penalty, and also to imform him of the penalty he can enforce.

Sec. 3.—Preventing Commission of Irregularity.—A player has the right to prevent his partner from committing any irregularity, except revoking.

SEC. 4.—Enforcing Penalties.—If either of the adversaries, whether with or without his partner's consent, demands or waives a penalty to which they are entitled, such decision is final: if the wrong adversary demand a penalty, or a wrong penalty is demanded, none can be enforced.

SEC. 5.—Failing to Comply with Call.—If a player is lawfully called upon to play the highest or the lowest of a suit, to trump or not to trump a trick, to lead a suit or to win a trick, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

Sec. 6.—Playing Twice in Succession.—If any one leads or plays a card, and then, before his partner has played to the trick, leads one or more other cards, or plays two or more cards together, all of which are better than any his adversaries hold of the suit, his partner may be called upon by either adversary to win the first or any subsequent trick to which any of said cards are played, and the remaining cards so played are liable to be recalled.



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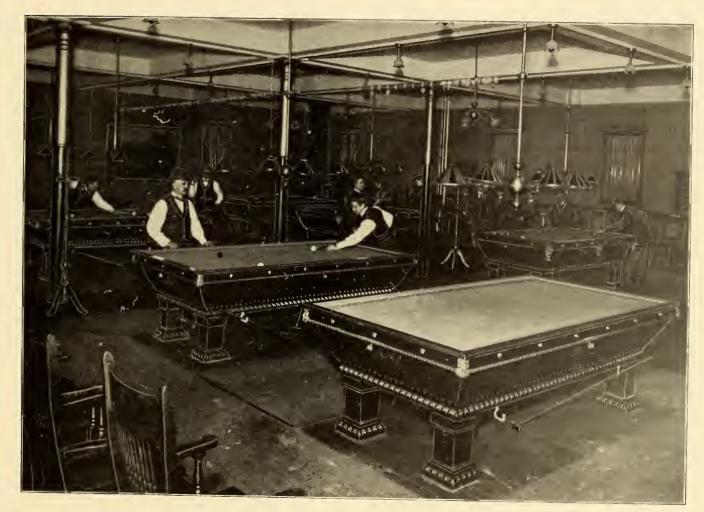
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BILLIARDS AND POOL.

Last summer a club player took charge of renovating and improving the billiard room. That he did his work well is patent to all familiar with the old conditions and the new. The present light coloring on the walls and the added ceiling electric lights have made the room particularly cheerful. The players equally appreciate the air-cushion banks, cloths, etc., put in at the same time. The P. A. A. Billiard Room is the "crack" room of Providence.

Billiards and pool have been more popular this winter than ever before, except, possibly, during the club's first season. If some of the former billiard stars—Congdon, Goff, Gardner and Shove—were back in the club they would have no trouble in finding foemen worthy of their steel.

Last autumn the club was invited to enter an Inter-City League, with clubs in Fall River, New Bedford and Taunton, to contest in match games of billiards, bowling, pool and whist. The games proved very interesting, not only to the contestants themselves, but to the club members generally. The P. A. A. led from start to finish, and succeeded in winning about two-thirds of their games, the Dartmouth Club of New Bedford being the nearest competitor.

Pictures of the various teams representing the P. A. A. in these contests are shown in this book.

Since then, local handicap tournaments in billiards and pool have been held, second in size and interest to none in the history of the club. In the former there were thirty-one entries, divided into three classes, the individual rating ranging from 125 to go in the first class, 75 in the second class, and from 60 to 50 in the third class. Dr. Crocker, W. H. Ellis and Dr. Middleton won out in the

three classes, and in the play-off for prizes, Dr. Middleton won first prize and Mr. Ellis second.

In the pool tournament, Herbert B. Rust came out first and John H. Mills second in the first division, and Frederick E. Harmon won in the second division.

Altogether, the billiard and pool department may be said to be in a most flourishing condition.

J. M. SMITH.

Chairman, Committee on Billiards and Pool.

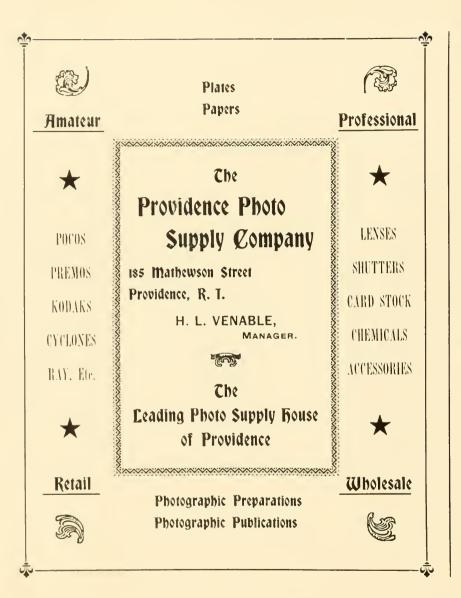
AMATEUR RULES.

THREE-BALL CAROM GAME.—RULES GOVERNING THE AMATEUR BILLIARD CHAMPIONSHIP OF THE UNITED STATES, AS PLAYED AT THE RACQUET COURT CLUB.

The Game.—The Three-Ball Carom game is played with three balls—two white and one red.

Balls, Where Spotted.—The spot at the head of the table is called the white spot, and the one at the foot of the table the red spot. The centre spot is only used when a ball forced off the table finds both red and white spots occupied; therefore, should the white ball forced off the table have its spot occupied, it would be placed on the red spot, or on the white spot if it be the red ball that is forced off the table.

First Shot.—In beginning the game, the red ball and one white are placed in their respective spots; the other white remains in hand, and is placed near the white spot previous to the opening





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stroke of the game. The player can take any position within six inches of the white spot on a line parallel, or nearly parallel, with the head cushion; but he must strike the red ball first before a count can be effected. Should he fail to score, his opponent makes the next play.

RULES.

Rule 1.—Stringing.—The game is begun by stringing. The player who brings his ball nearer the head eushion wins the choice of balls and lead; however, should he touch either ball, or should his ball strike his opponent's ball while the latter is at rest, he loses choice and lead. The string is invalid and played over (1) when one ball has reached the lower cushion before the other has been put in motion; (2) when the balls, both being in motion, come in contact.

Rule 2.—A Stroke.—A caron consists of hitting both balls with the one ball; each earon will count for one for the player. Should the player fail to touch either ball with the one ball it is a miss, his hand is out, and one is added to his adversary's score. It is foul, and no count can be made, (1) if a stroke is made except with the point of the one; (2) if in making the stroke the player has less than one foot touching the floor; (3) if he strikes while any ball is in motion; (4) if he places marks of any kind upon the cloth or cushions to guide his play.

RULE 3.—Ball off the Table.—Any ball forced off the table is put back on its proper spot, the others remaining where they stop. However, should any ball be forced off after any player has counted, the count is good, the balls are spotted, and the player plays with his ball in hand. Should a ball forced off the table strike any object, and rebound back to the table or lodge on the cushion rail, it is counted as off the table.

Rule 4.—Push Shot.—If the cue is not withdrawn from the cue ball before the cue ball comes in contact with the object ball,

the shot is foul, the player loses his count on that shot, and his hand is out.

RULE 5.—Balls Disturbed.—If the balls are disturbed through the medium of any agency other than the player himself, they must be replaced, and the player continues.

Rule 6.—Balls Disturbed.—If in the act of playing, or after having played successfully, the player disturbs any ball other than his own, he loses his count on that shot, his hand is out, one point is added to his adversary's score, the ball disturbed is placed back as near as possible in the position formerly occupied, the other balls remaining where they stop.

Rule 7.—Balls Disturbed.—Should a player touch his own ball with a cue or otherwise previous to playing, it is foul, his hand is out, and he loses one count, to be added to his adversary's score, the balls remain where they stop, or are replaced as near as possible in their former position, at the option of his opponent.

Rule 8.—Nearly Frozen.—When the cue ball is very near another, the player shall not play without giving the referee time to see that they do not touch.

Rule 9.—Frozen.—When the cue ball is in contact with another, the player may, at his option, (1) spot the balls, and play with his ball in hand, or (2) play directly upon the free object ball, or (3) play at a cushion, and return upon either ball first. Should be fail to strike either ball, it is a miss (as per Rule 2).

Rule 10.—Wrong Ball.—Playing with the wrong ball is foul. However, should the player using the wrong ball play more than one shot with it, he shall be entitled to finish his inning, as if he had played with his own; as soon as his hand is out the white balls must change places.

Rule 11.—*Crotch*.—The crotch is debarred. The object balls shall be considered crotched whenever the centres of both lie within a half inch square at either corner of the table. When the object



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balls are so within said square, three counts only will be allowed except one or both of the object balls are forced out of it. Failing in this, the player's hand is out, and his opponent goes on to play with the balls in position as left by the last player.

Note.—The crotch is made by drawing a straight line, connecting a point on each cushion four and a half inches from the corner.

Rule 12.—*Mistakes*—Any one may call attention to a mistake in scoring, but no one has a right to suggest a stroke.

Rule 13.—Referee.—The referee has entire control of the game and conduct of the players and spectators. Umpires are not allowed; the referee assumes their duties: players may appeal to him, but his decision is final.

BALK-LINE BILLIARDS.

Four lines are drawn on the cloth at a given distance (generally 8, 10, or 14 inches) from the cushions and parallel to them. These lines make, with the cushions, eight enclosed spaces, four squares and four rectangles. When the object balls are within any one of these eight spaces, two counts only will be allowed, except one or both of the object balls are forced out of it. Failing to do this, the player's hand is out, and his opponent goes on to play with the balls in position, as left by the last player. A ball on the line shall be considered within it. The rules for play are the same as given for the Three-Ball Game, Rule 11 excepted.

CUSHION CAROMS.

The game of Cushion Caroms is played by the rules given for the Three-Ball Game, with the following limitations: 1. To make a counting carom the striker's ball must go to a cushion before hitting the second object ball. 2. If the player's ball is frozen to a cushion it must be played against the cushion to make it a factor in the carom. 3. A doubtful cushion carom should be decided against the striker.

RULES FOR CONTINUOUS POOL.

AS USED BY THE INTER-CLUB LEAGUE.

The Game.—The Game of Continuous Ball Pool is played with fifteen colored balls and one white ball. The latter is the ene ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the colored balls, and afterwards as he finds it on the table, his object to be to pocket as many of the colored balls as he can. Before commencing the game, these fifteen balls are placed in the form of a triangle upon the table, a triangular frame being employed for this purpose to insure correctness.

The string line occupies the same place on the table as it does in the four-ball carom game. Each and every ball counts one point, and the game shall consist of any given number of points, to be mutually agreed upon.

RULES FOR PLAY.

Rule 1.—First Stroke.—The first stroke is determined by lot,—the winner having the option of playing first himself within the string at the head of the table, or obliging his opponent to play first from the same place.

Rule 2.—The player who makes the opening stroke must play from within the string at the head of the table against the pyramid of object balls, and must drive at least one object ball or the cue ball to a cushion, or name the object ball he intends to pocket, and the pocket, and make the shot. Should he fail to do either, the balls are to be set up again, he forfeits one point from his score, and must continue to play until he drives at least one object ball or the ene ball to a cushion, or at least one object ball into a pocket, as above. Each failure causes him to forfeit one from his score.

Rule 3.—Naming Balls.—Before making a stroke, except the opening stroke, the player must distinctly call the ball he intends to



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pocket, and the pocket; unless he does so, the ball pocketed does not count for him and must be placed on the deep red spot; or if that be occupied, as near on a line below it as possible. The player loses his hand, but does not forfeit any points, and the next player plays. Should he call more than one ball he must pocket all the balls he calls; otherwise none of them can be counted for him.

Rule 4.—Fair Stroke.—After the opening stroke each player must either pocket a ball, or make at least one object ball (or the cue ball, after contact with an object ball) strike a cushion, under a penalty of forfeiture of one point taken from the score.

NOTE TO RULE 4.—Should the striker pocket the cue ball during the game, and by the same stroke not drive one or more balls against a cushion, or into a pocket, he forfeits one point only for pocketing the cue ball.

RULE 5.—Additional Balls Pocketed.—Should the player pocket by the same stroke more balls than he calls, he is entitled to all the balls he calls, and all the other balls pocketed by the strokes.

Rule 6.—Foul Stroke.—All strokes must be made with the point of the cue, otherwise they are foul. Any ball or balls pocketed on such foul stroke must be placed on the deep red spot; or if that be occupied, as near on a line below it as possible. The cue ball is to be replaced by the referee in its original position, or left as it is, where it comes to rest, at the option of the next player. The striker loses his hand, forfeits one point, and the next player plays.

Rule 7.—A Miss.—It is a miss if the player fails to hit any object ball. Should the player make two consecutive misses, except in the break, all the balls remaining shall be scored for his adversary.

Rule 8.—Forfeit One Point.—A forfeit of one point is deducted from the player's score for making a miss; pocketing his own ball, or forcing his own ball off the table; failing to make the opening stroke, as provided in Rule 2; failing to either make an object ball strike a cushion or go into a pocket, or the cue ball strike a cushion, as provided in Rule 4; for striking his own ball twice; for playing

when any of the balls are in motion; for not having at least one foot on the floor in the act of striking; for making a stroke otherwise than with the point of the cue.

RULE 9.—Ball on the String.—A ball whose centre is on the string line must be regarded as within the line.

Rule 10.—Off Table.—If the player pocket one or more of the object balls, and his own ball goes into a pocket or off the table from the stroke, he cannot score the balls, which must be placed on the spot known as the deep red spot, or if it be occupied, as nearly below it as possible, on a line with the spot, and the player forfeits one point from his score.

Rule 11.—Ball Rebounding on the Table.—A ball going into a pocket, and rebounding on the table, must be regarded in the same light as if it had struck a cushion, and is not to be counted as a pocketed ball. It retains its place where it comes to rest upon the table. An object ball forced off the table, or forced off and rebounding from some object foreign to the table, must be replaced upon the deep red spot, or, if that be occupied, on a line below it, and as near it as possible. If it is the cue ball it is to be regarded as being off the table and in hand. The gas fixture or other apparatus for lighting the table, when placed directly over the table, shall not be considered an object foreign to the table; should a ball, striking the fixture, rebound to the table, it must retain its position on the table where it comes to rest.

Rule 12.—Ball Resting on the Cushion.—A ball resting on the cushion must be regarded as off the table.

Rule 13.—Cue Ball in Hand.—When the cue ball is in hand the player may play from any place within the string at any object ball outside of it, but he is not allowed to play at any object ball which is within the string. Should none of the object balls be ouside the string, that ball which is nearest outside should be spotted on the deep red spot, and the player may play at it.





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RULE 14.—Touching Cue Ball—Should the striker touch the cue ball with the point of his cue it shall be counted a stroke. Should he touch it with any other part of a cue, except the point, or with his clothing, or anything else, it is to be replaced by the referee in its original position, or left as it is where it comes to rest, at the option of the next player. The striker loses his hand, forfeits one point, and the next player plays.

Rule 15.—Touching Object Ball.—Should the player touch an object ball with the point or any part of the cue, or with his clothing, or anything else, the ball so disturbed is to be replaced by the referee or game-keeper in its original position, or left where it rests, or the offending player may be compelled to play his stroke, at the option of the next player, but cannot score for the stroke. The striker loses his hand, and the next player plays.

Rule 16.—Stroke Completed.—A stroke cannot be regarded as completed until all balls set in motion by the stroke have come to rest.

Rule 17.—Stroke with Moving Balls.—A stroke made when any of the balls are in motion is foul. Should such a stroke be made the balls are either to be replaced or left as they come to rest, at the option of the next player, and the next player plays. The striker loses his hand and forfeits one point.

Rule 18.—Striking Twice.—Should the player strike his own ball twice he forfeits one point, and the balls disturbed in consequence of the second stroke are to be replaced by the referee in the position they occupied before the first stroke, or left as they are when they come to rest, at the option of the next player. The striker loses his hand, and the next player plays.

Rule 19.—Accidental Disturbance.—Should any ball on the table be accidentally disturbed by any other person or cause than the player, it is to be replaced as nearly as possible in its original position, and the player may continue.

Rule 20.—Push Shots; Frozen.—Push shots are allowed (that is, it is not necessary to withdraw the point of the cue from the cue ball before the latter touches the object ball). When the cue ball is in contact with another ball the player may play directly at the ball with which it is in contact, or directly from it; the latter play shall not be recorded as a miss, provided a cushion is struck, as specified in Rule 4.

Rule 21.—Player in Hand.—When the player is in hand, should he play at any ball that is within the string line, or if, when in hand, he plays from any position not within the string line without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is checked before making the stroke and then makes it, it does not count for him, his hand is out and the next player plays; all balls disturbed by the stroke must be replaced or left as they are, at the option of the next player.

Note to Rule 21.—As it is difficult to decide when a ball is in or out the string, when looking at it from a distance away from the table or from the line of the string, it would not be just, under such circumstances, to impose a penalty on the player; and further, if the opposing player, or his umpire, detect the striker so playing, it is better to check the striker by calling time than to warn or prompt him by calling the attention of the referee to the matter.

Rule 22.—One Foot on Floor.—It is foul, and the striker forfeits one point if, while in the act of striking, he has not at least one foot on the floor.

Rule 23.—Ball Touched After Stroke.—Should the striker, by a clear, fair stroke of the cue, pocket a ball, and after the stroke, move, touch or foul one or more of the object balls, he is entitled to the pocketed ball, and loses his hand because of the foul, but, as in Rule 15, the ball or balls so disturbed are to be replaced by the referee or game-keeper in the original position, or left where it or they rest, or the offending player may be compelled to play another

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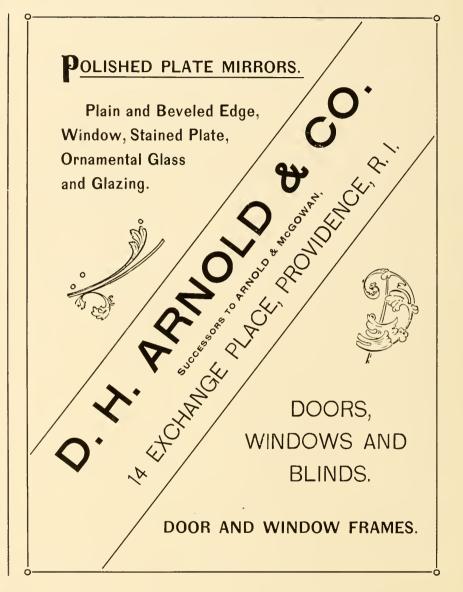
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stroke, at the option of the next player, but cannot seore for the stroke, and the next player plays.

Rule 24.—Moving Without Cause—Should a ball that has come to a standstill move without apparent cause while the player is preparing to strike, it must be replaced. Should it move before he can stop his stroke, it and all the other balls set in motion by the stroke must be replaced, and the player shall repeat his stroke, inasmuch as but for the moving of the ball he might have counted where he missed, or missed where he counted.

Rule 25.—Umpire—It is the duty of each player or his umpire to protect the player's interest at the time a scratch, forfeit or error is made. Interference with the score as recorded by the pool-keeper cannot be permitted, unless with the full consent of all the players in the game.

Rule 26.—The decision of the referee is final.

PYRAMID POOL.

Referee.—The game of Pyramid Pool should be played by the rules governing Continuous Pool, but with the following differences:

1. Each ball pocketed is put in the rack to the credit of the player pocketing it. At the end of the triangle the one getting the least number of balls to his credit loses.

2. When in Continuous Pool points are forfeited, in Pyramid Pool balls are spotted, but not more than one ball shall be forfeited at one time for one shot.

3. The cue ball and an object ball both being pocketed by the same shot, only one object ball shall be spotted.

4. A player forfeiting a ball, and having none in the rack, shall spot the first he gets.

RULES FOR BOTTLE POOL.

Authorities.—A special committee of the Boston Athletic Association, consisting of members of the Algonquin, Boston Athletic Association, Country, Hull Yacht, Massachusetts Yacht, Puritan and Somerset Clubs, frame the following rules for the game of

Bottle Pool, and in so doing they recognize the fact that the game is mainly one of chance, and the rules are made on that basis.

RULE 1.—The Game.—The game shall be played on a pool table, with two plain red balls, a white ball, called the cue ball, and leather bottle, such as is used for the game of pool.

Rule 2.—The bottle is placed in the centre of the table, standing on its month. \cdot

The two red balls are placed on the regular spots on the table, as in billiards.

Rule 3.—Opening.—The opening shot shall be played from within the string upon the red ball on the lower spot.

Rule 4.—Scoring.—The game consists of thirty-one points, and is scored in the following manner:

Ball Score.—Each red ball pocketed counts one.

Bottle Scores.—Knocking the bottle down by a caron counts five: knocking the bottle down with an object ball counts five.

Overturning Bottle.—Turning the bottle completely over on its base is game at any stage of the play, unless on the same stroke the white ball goes in the pocket or is knocked off the table, or a foul is committed.

Bottle on Floor.—Knocking the bottle on to the floor counts game for the opponent at any stage of the play, except when three or more are playing, in which case it rules the player out of the game.

Rule 5.—Order of Play.—The order of play shall be decided by lot. If the player fails to hit the object ball on the opening shot, the turn passes to the next, who shall play from where the ball comes to rest.

Rule 6.—Pocketing White Ball.—There shall be no minus score.

Pocketing the white ball in any event, a miss or a foul, counts five off the score.

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Should a player pocket the white ball twice in succession, without touching either of the object balls, he forfeits the game.

Foul.—It is a foul whenever a player touches any ball or the bottle with the cue or any part of the person.

Any score made on a foul, or when the white ball is pocketed, shall not count in the player's favor.

If the bottle is knocked down by the cue ball before hitting an object ball, it loses five for the player.

Rule 7.—Bottle, Where Spotted.—When the bottle is knocked down, it is to be spotted, if possible, where it comes to rest on the table; otherwise it must be placed in the centre of the table.

Against Cushion.—When the bottle, in any way, shape or manner, rests upon a eushion, or is in or over a pocket, it counts five for the player, and shall be placed in the centre of the table.

Centre Spot Covered.—Whenever it is necessary to place the bottle on the centre spot, and the centre spot is covered, the balls are placed as at the beginning of the game, the cue ball being in hand.

Touching Cushion.—A bottle standing squarely on its mouth or on its base, and touching the eushion, is not to be considered as resting on the eushion.

Balls Within String.—When both object balls are within the string, and the eue ball is in hand, the play must be out of the string.

Ball off Table.—When either red ball is pocketed or driven off the table, it shall be placed, if possible, on the lower spot; otherwise, on the upper. Should it so happen that both spots are covered, the balls and bottle are placed as at the beginning of the game, the eue ball being in hand.

The white ball knocked off the table counts the same as if pocketed. A red ball knocked off the table is spotted, and if on the shot a count is made, the player continues.

Rule 8.—Over 31.—It is the duty of every player to watch his own score, and if at any time he exceeds thirty-one points, he shall start anew. His turn passes to the next player.

Validity of a Foul.—A foul to be valid must be claimed by an opponent, and in case of disagreement it shall be subject to appeal. A miss renders the stroke void.

Push Shot.—Push shots are allowed.

One Foot on the Floor.—It is a foul if the player has not at least one foot on the floor in the act of striking.

Two Penalties.—Two penalties cannot be exacted for the same stroke.

Rule 9.—Additional Rules.—When not conflicting with the above, the general rules for Continuous Pool shall govern.

Adopted January, 1892.

IMPROVED RULES FOR FORTY-ONE (15-BALL) POOL.

AS USED BY WILLIAM P. MARSHALL.

Rule 1.—Each Player Two Balls.—Give to each player two small balls, one of which is returned to determine the order of playing. The other is retained to count from, no one else knowing its number.

Rule 2.—Counting.—Each player plays in turn, one shot to an inning, counting all the balls he may get on that shot, the number on them being added to the number of his small ball. Should a player play out of turn, he cannot score, but is subject to losses, and loses his turn to play unless he is called to play by table-keeper, when the balls will be replaced, and he takes his proper turn, subject to no loss.

RULE 3.—"41."—When exactly 41 is made, the player or game-keeper declares pool, and the player the most distant from 41 is defeated. Should 41 fail to be declared before the next play is made, it must be withheld till it is his turn to play again. He must then spot a ball before playing, but is entitled to a new small ball.

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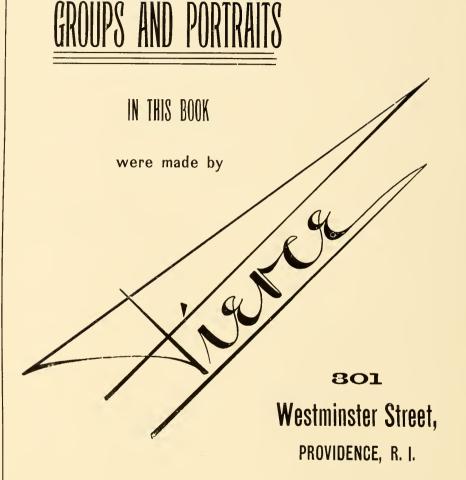
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Rule 4.—"Pool."—Pool is also declared when all the balls are pocketed from the table. The nearest to 41 is the winner, the most distant is the loser. Also when there is no ball on the table wanted and no one will spot.

Rule 5.—"Scratch."—A miss, or pocketing the white ball, or jumping the white ball from the table, is a scratch, and the player so doing owes a ball to the table, besides what he may have scored on that shot. If he has more than one ball in his rack he can spot the one he prefers; if he has none, spot the first one holed. If he pockets more than one on his next shot he can spot the one he chooses.

Rule 6.—"Burst."—If a player gets more than 41 it is a burst, and all the balls he has scored must be spotted: the last holed the nearest in the rear of the spot, and so on. In such eases he can have a new small ball if he chooses. In case of a burst, by getting two or more balls on a shot, spot the larger (made on that shot) first, and so on.

Rule 7.—Safety.—In playing for safety a player must cause the white ball to go to the cushion before or after hitting a ball; failing to do so is a scratch.

Rule 8.—Miscellaneous.—A player having no ball in his rack is worse off than one with a ball, regardless of the number of the small ball he may have, and a player owing a ball is still worse off. A player making a burst and not declaring it must be credited with no ball.

Other Balls.—All rules governing the American game of

billiards, and not conflicting with the above, apply to this game; push shots only excepted.

"THE MAJOR" GAME OF BILLIARDS.

BY WM. P. MARSHALL.

The game is played with three balls, as in regular game, and five pins, one different from the others,—"The Major." The balls are spotted as in the regular game; the pins on each side of the spots equal distance from spot and cushion; the Major in the centre of table.

Counting.—The first shot must be played a carom on balls, and no pins count unless a carom is made. After first shot pins count by first hitting a ball and then knocking a pin, or pins, down with either ball, the Major excepted. In counting: Straight carom counts one, cushion caroms count two, and one for each pin knocked down, Major excepted; the player to continue as long as he counts.

Losses.—Knocking down the Major loses five, besides what he may have scored on the shot. Knocking down a pin before hitting a ball loses one for each pin knocked down. Misses lose one. The pins are to be spotted on their spots when vacant; when covered, to be left off the table till vacated. When the spot of the Major is covered by a ball, the balls shall be respotted, and the player must play from the string, as first shot, with the exception he is not required to make a carom. Jawing the balls is prohibited.

All other rules of the cushion caron game prevail.



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this department, particularly the light furnished by numerous incandescent fixtures, suspended from the wall above—an important item in the construction of an alley. There are five regulation alleys, which are at all times kept in order, ready for use. This department has been successful in contests with other clubs, winning several trophies. In the Inter-Club Tournament on duck pins, of 1899,

the championship was won by the P. A. A. No. 2 team, composed of Messrs Crooker, Payton, Lowe, Bashford and Cleveland. In the Inter-City Tournament, covering billiards, bowling, pool and whist, with elubs in Fall River, New Bedford and Taunton, and which was won by the P. A. A., a duek-pin team, composed of Messrs. Godfrey, Harrington, Crooker, Payton and C. E. Smith, contested, and with the other departments of the club, helped in winning the championship. Group pictures of these teams are given.

The summary is as follows:—

	WON.	LOST.
P. A. A. total points	31	15
Dartmouth total points	26	19
Quequechan total points	16	26
Bristol total points	15	28

Inspection of the detailed score shows that P. A. A. won the following percentages in the various games:—Billiards, 75; whist, 70: bowling, 67; pool, 58.

During the season of 1897-'98, a trophy was won by the P. A. A.

team, on large pins, in the Inter-Club Tournament, and individual prizes by D. C. Besley, captain of the team, for the highest average during the tournament, and by G. II. Thomas for the best spare work. Mr. Thomas also won the prize for the highest average in the season of 1896-'97, in the Inter-Club Tournament.

Following are the record scores rolled on the P. A. A. alleys: Duek Candle Ponv HARVEY F. PAYTON.

RHODE ISLAND INTER-CLUB BOWLING LEAGUE.

CONSTITUTION.

ARTICLE I.—Name.—This Association shall be known as the Rhode Island Inter-Club Bowling League.

ARTICLE II.—All powers shall be vested in a Board of Managers consisting of two delegates, who shall be members from each club represented in the League. These two delegates shall be elected by their respective clubs, and shall continue to aet so long as their clubs shall see fit. Only regular delegates, or duly appointed substitutes, shall appear before the Board to represent their clubs. Each club shall be entitled to but one vote.



ARTICLE H1.—Officers.—The officers shall consist of a President, two Vice-Presidents, Secretary, Treasurer, a Surveyor of

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Alleys and a Committee on Rules, composed of one member from each club, who shall be elected at the annual meeting by the Board of Managers.

ARTICLE IV.—Vacancies.—All vacancies, except vacancies in the Board of Managers, shall be filled by said Board.

ARTICLE V.—Annual Meetings.—The annual meeting of the League shall be held on the third Monday in October of each year, at 8 P. M., at a place to be designated by the Secretary of the League. All other officers of the League may attend the meetings of the

Board of Managers, and participate in all debates, but shall not have power to make motions or vote. The President, however, shall have the right to vote in case of a tie.

ARTICLE VI.— Quorum.—A majority of clubs in the League represented in the Board of Managers shall constitute a quorum.

ARTICLE VII.—Meetings of the Board may be ealled at any time by the President, and shall be called whenever three members of the Board so request the President in writing. The several members of the Board shall receive from the Secretary of the League notice in writing of any called meeting at least two days prior to the date of such meeting.

Notice in writing of any meeting of the Board, except as provided in Article X., shall be mailed to each member thereof at least two days prior to the date of such meeting.

ARTICLE VIII.—No proprietor of a public alley, nor an employee of an alley, nor a professional player, shall take part in any matches of this League.

ARTICLE IX.—The President, 1st V. P., Treasurer and Secretary shall constitute the Finance Committee. The Treasurer alone shall handle funds and shall pay bills approved by the Finance Committee, but shall pay no bills without such approval.

ARTICLE X.—This constitution may be amended by a twothirds vote of the Board of Managers. Notice of such amendment to be sent at least one week in advance to each club composing the League.

(R. I. INTER-CLUB BOWLING LEAGUE.) TOURNAMENT RULES.

RULE I.—The game adopted to be played by clubs belonging to this League shall be known as the "American Ten Frame Game."

II.—The games to be played shall be scheduled by the Board of Managers, and a copy of the same sent to each club as soon as completed. No changes in the schedule shall be allowed except by a vote of a quorum of the Board of Managers.

III.—Five men shall constitute a full team, and must be active members in good standing, in the club they represent, thirty days prior to the playing of their first match. No member can play in more than one team in this League, or in a team of any other league or tournament, outside of their own club, during the playing season of the Rhode Island Inter-Club Bowling League, except by consent of a majority of the Board of Managers.

IV.—The Secretary of every League Club shall file with the Secretary of the Rhode Island Inter-Club Bowling League certificates as to date of admission to his club of each member of the team representing such club. In case a new member is placed upon the team, his certificate shall be filed with the Secretary of the League not later than one week after the date of his first match.

V.—In the playing of match games, if any club of this League presents, in their team, a player who is not an amateur, or, except as provided for under Rule 4, said club shall be disqualified for the remainder of the season. All games played by such club shall be thrown out, and the

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SAMUEL P. COLT, PRESIDENT.

J. M. ADDEMAN, VICE-PRESIDENT.
CYRUS P. BROWN, TREASURER.
WALDO M. PLACE, SECRETARY.

schedule shall read as if such club did not belong to the League. This disqualification shall not affect the status of any club so barred, except for that playing season in which the penalty was incurred.



VI.—In playing match games, two alleys only shall be used; the players of the contesting teams to roll successively, and but one frame at a time, and to change alleys every frame. Any player rolling out of turn, or on the wrong alley, shall lose all balls so rolled, and the pins made on each ball or balls shall not count, but be respotted.

VII.—A regulation alley shall not be less than seventy-five feet from end to end. That part between the foul line and front limit of the alley, termed the "take-off" or bowler's box, shall be fifteen feet and not less than twelve. Such "take-off" or bowler's box shall be a continuation of and on a level with the playing surface, or that portion between the foul line and the rear end of the alley, and a bowler shall deliver the ball within the lines of the "bowler's box."

A regulation alley shall be not less than forty-one inches nor more than forty-two inches in width. The cushions shall be twelve inches from the centre of the rear corner pin-spots, and the said cushions, from a point opposite the head-pin, and continuing for a distance one foot beyond the termination of the alley proper, shall be of unyielding material, faced with sole leather.

Gutters shall be not less than nine inches in width, and shall extend to, but not across the foul line.

VIII.—A frame shall consist of ten pins grouped upon a triangle. Said triangle shall be an equilateral one of three feet, with the apex facing the bowler. The base of this triangle shall be not more than three inches from the lower end of the alley proper, and shall extend at right angles to a line drawn centrally and longitudinally of said alley. The apex of said triangle shall coincide with

said central line, while the pin-spots shall measure twelve inches from centre to centre and shall be clear and well defined.

IX.—A regulation pin must be used in match games. Each pin shall be fifteen inches in height and two and one-quarter inches in diameter at the bottom. It must be fifteen inches in circumference at the body or thickest part (four and one-half inches from the bottom), five inches in circumference at the neck (ten inches from bottom), seven and three-quarters inches in circumference at the thickest part of the head (thirteen and one-half inches from the bottom), and of uniform weight.

X.—No balls shall be used exceeding twenty-seven inches in circumference, and shall be turned from a solid block of wood.

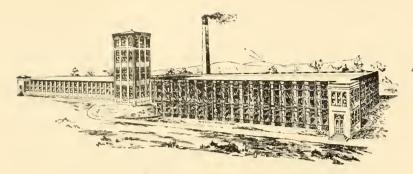
XI.—In the playing of match games there shall be a line, termed the "foul line," drawn upon the alleys and gutters, the centre point of which shall be sixty feet from the centre of the head or front pin-spot, measuring to the outside of the line, which shall be continued upward at right angles at each end, if possible. Both such foul lines shall be visible to the unspire from his position.

XII.—Match games shall be called at half-past seven o'clock. Should either club fail to produce its men thirty minutes thereafter, the captain of the team present may claim the game, unless such delinquent club shall render a good and valid excuse satisfactory to the umpire acting at such game. In such cases the Board of Managers will appoint another day for

In case a club shall not be able to produce a full team, it may play, but the opposing club may play its full team if present. Whenever a team is obliged to commence with less than five men, the missing players may come into the game at any time in their turn.

XIII.—The game shall consist of three strings of ten frames

playing such game.



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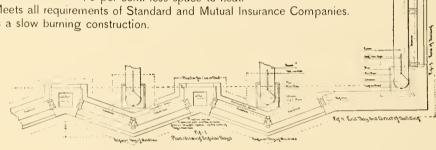
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each, two balls to a frame, counting only pins actually knocked down. All strikes and spares made in the tenth frame shall be completed before leaving the alley, and on the same alley as made. Should there be a tie at the end of the tenth frame of the third string, play shall continue on the same alley until a majority of points upon an equal number of frames shall be attained, which shall conclude the game.

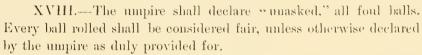
XIV.—A player in delivering the ball must not step on or over the line, nor allow any part of his body to touch on or beyond the line, nor any portion of his foot, while at rest, to project over the line, until after the ball has left the alley. Any ball so delivered shall be deemed foul, and the pins made on such balls, if any, shall be respotted. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the bank cushions, the pins, if any, made on such ball shall not count, but must be respotted. All such balls to count as balls rolled. Pins knocked down by pins, or pins rebounding from side or back cushions, shall count as pins down.

XV.—The deadwood must be removed from the alley after each ball rolled. Should any pins fall in removing the deadwood, such pins must be respotted.

XVI.—In all match games there shall be a scorer appointed by the captains of the contesting teams, whose duty it shall be to keep a correct record of the game, and at the conclusion thereof, sign his name to the score. It shall be the duty of the captain of the home team to mail within twenty-four hours a duplicate copy of the score to the Secretary of the League, or to such person as may be designated to receive the official scores.

XVII.—A spare, as defined, consists in knocking down ten pins with the first two balls which may be rolled in any frame. A missed spare shall be scored whenever all the pins left by the first ball are not knocked down after the second ball has been rolled; provided that in the group so rolled at, every pin shall be spaced twelve inches from every other pin, as defined by a regulation triangle. But in the case where a pin or pins are out, excepting pins 1 and 5, 2 and 8, and 3, and 9 or when in

excepting pins 1 and 5, 2 and 8, and 3 and 9, or when in such group the regular spacing as provided for does not prevail, or when two pins left standing are on the alley at right angles thereto, and not more than twelve inches apart, no missed spare shall be scored. In the event of a foul, a missed spare shall be scored, whenever the second ball rolled fails to knock down the full frame.



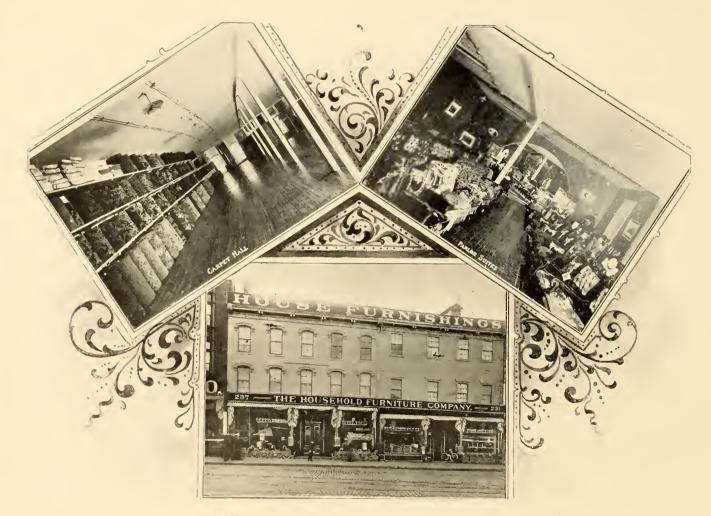
An umpire shall be agreed upon by the captains of the competing teams, and the umpire may select such assistance as he may need to properly conduct the game.

XIX.—The captain of the visiting team shall have the privilege of appointing some person to oversee the setting up of the pins.

Each captain of competing teams shall be sole judge of what shall constitute unwarranted applause. If such, in the opinion of either captain, takes place, a request to the umpire shall be deemed sufficient for such official to stop such applause. Refusal of such request shall place the match as a protested one.

XX.—The umpire shall take great care that the regulations respecting the balls, alleys, and all rules of the games shall be strictly observed. He shall be the judge of fair and unfair play, and shall determine all disputes and differences which may occur during the game. He shall take special care to declare all foul balls immediately upon their occurrence, unasked, in a distinct and audible voice.

XXI.—No appeal to the umpire as to the question of a foul

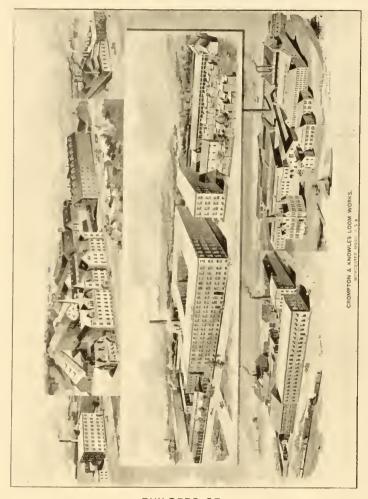


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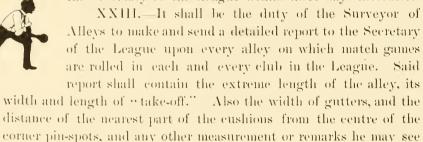


P. A. A. CHAMPION INTER-CITY BOWLING TEAM, '98-'99.

ball shall be made by any member of a team other than the eaptain under any circumstances.

XXII.—In the event of the captain of a team making a protest from any cause whatsoever, except in case of fouls, such cause shall be stated verbally, or in writing to the umpire, prior to the

termination of the match, and the umpire shall inform the Secretary of the League within three days thereafter.



XXIV.—It shall be the duty of the Surveyor to make a detailed report of the alleys in each and every club seeking membership to this League. Such report to be sent to the Secretary and discussed in open meeting before the Board of Managers.

fit to make upon the immediate surroundings.

XXV.—It shall be the duty of the Surveyor to inspect the alleys on which match games are played, also the pins to be used in said games annually, just prior to the commencement of the bowling season.

XXVI.—It shall be the duty of the Surveyor to report to the Bowling Committee or other proper parties of said club any defects as to lighting, surface, surroundings, or other deviations from the specified requirements, whenever he may find such to exist. The Board of Managers shall be sole judge of what constitutes defects, and there shall be no appeal from their decision. No match shall be played upon any condemned alley until the approval of the Board of Managers is obtained as to its proper condition.

XXVII.—It shall be the duty of the Surveyor, at the written request of the captain of any League team, to inspect the alleys of a club prior to a match thereupon, and to report to said captain their condition, and whether they pass inspection. If not, it shall be the duty of the Surveyor to so report, and for said Surveyor to proceed as directed under Rule XXVI.

All expenses incurred by the Surveyor in the discharge of his official duty shall be defrayed by the League, except in case of inspection made under this rule, when the expense shall be borne by the club owning the alleys, if they are proved by the Surveyor to be defective, and if the Surveyor reports that the alleys are not defective, then the expenses shall be charged to the club requesting such inspection.

XXVIII.—Each club shall furnish a box of chalk for the use of players, and no wax, polish, or other material of any kind shall be used on the "take-off" after the same has been planed and scraped and inspected by the Surveyor of Alleys, but may be used on the alleys. Such box to be placed at the head of the alley and outside of the "bowler's box."

XXIX.—The President is authorized to purchase the pins and have them properly marked or stamped. These pins shall be used only in the match games of this League, and it shall be the duty of the Chairman of the Bowling Committee of the several clubs to see that this rule is enforced.

XXX.—Value and number of all prizes to be designated by the Board of Managers at a meeting preceding each bowling season.

Should there be any ties, they shall be played off, according to these rules, on such dates as may be fixed by the Board of Managers.

XXXI.—Such sum shall be paid to the Treasurer of

the League, on or before opening of bowling season each year, as shall be designated by the Board of Managers at the meeting preceding each bowling season.

XXXII.—Runway and newel post shall not be nearer than twelve inches from the outside of alley bed, and runway shall stop at the foul line unless exempted by vote of Board of Managers.

XXXIII.—In case, during the progress of a game, a bowler is disabled by accident or illness, another duly qualified member of the same club may be substituted, the fact of such disability being first established to the satifaction of the umpire and the captains of both competing teams. The Secretary of the League must be notified of such substitution by the captain of the team making it within three days after the game.

XXXIV.—No club shall roll any member on their team who is ineligible to roll on the alleys of any club of the League.

DUCK PINS.

In Duck Pins, the set-up and scoring is same as large pins, and the foul line is observed. An umpire is required. There is also a line drawn across the alley ten feet from the foul line, and any ball thrown over such line before touching the alley is a foul, with the same penalties attached. Three balls are rolled in this game.

CANDLE PINS.

This game is the same as Duck Pins, except that deadwood is left on, if so agreed between contestants beforehand.

GAMES OTHER THAN TEN PINS.

Cocked Hat.—This game is played with pins 7, 10 and 1 standing. The rules of the St. Louis (Mo.) Cocked Hat League govern this game. The system of scoring is the same in this game as in Ten Pins, except that a strike counts three. There are no spares,

and each pin knocked down equals 1. To compute the scores, follow the same rules as laid in Chapter VII., only remember the difference in the value of the pins and strikes.

Head Pin Game.—The pins are set up like this: There are nine pins spotted. The game is divided into 4 frames, in each of which a bowler is allowed 4 balls, two balls being rolled on each alley. The object is to knock down the head pin first; when that is done, all pins falling in consequence are credited, but do not if the head pin is not struck, in which



ease the ball is lost to the bowler. All pins are respotted after each ball has been rolled, and each pin counts 1; the maximum score is 144.

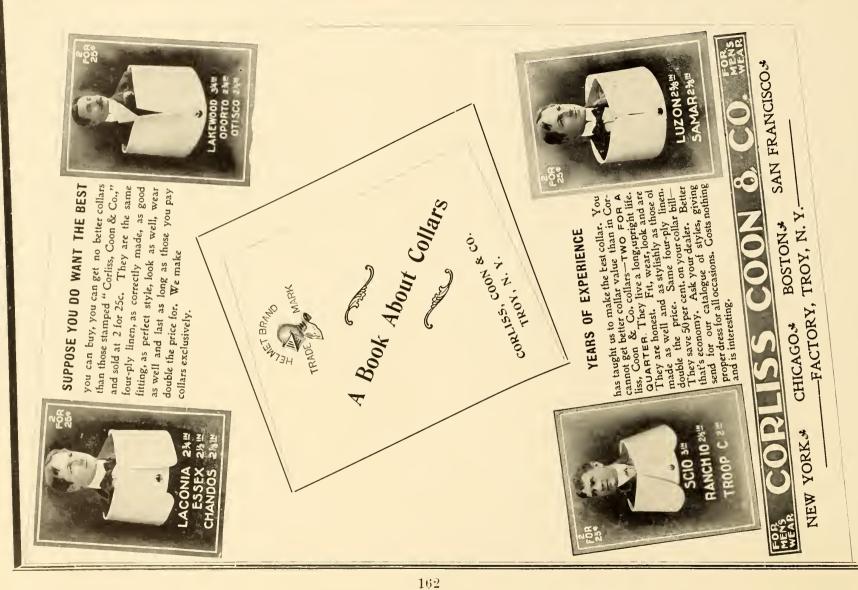
The Glen Island.—Three pins are used,—1, 2 and 3. (See cut of Head Pin game.) Should the head pin be the last of the pins knocked down, the king or center pin counts 2 and the rear pin 3; when the head pin is bowled down, the center and last pins, when knocked down, have a value of 1. The head pin only has a value of 1. The dead wood is allowed to remain on the alleys, and there are not any restrictions. The possible score in the ten frames is 60.

NINE PINS, HEAD PIN OUT.—As its name implies, all pins remain up except pin No. 1. The number of frames and balls are the same as in Ten Pins. There are no penalties, neither is the dead wood removed. One pin only in each frame must be left standing or there is no count. The maximum score is 10.

NINE UP AND NINE DOWN.—All pins up. The player tries to knock down but one pin with the first ball, and counts 1 if he does it; with the remaining two balls he endeavors to knock down all the remaining pins except one, which also counts 1. Twenty is the maximum; no penalties; dead wood allowed. Ten frames, three balls.

NINE, NO MORE AND NO LESS.—All pins up. Object, to knock down nine pins with three balls, either one, two, three, or all three; if more or less than nine are knocked down, the frames count for nothing. The player having the largest number of nines in ten frames wins. No penalties; dead wood not allowed; maximum, 10.

Four Back.—Pins 7, 8, 9, 10 standing. Three balls. Ten frames; strikes and spares count as in Ten Pins. No penalties; dead wood allowed. Each pin counts 1; maximum, 120.





MR. JOHN E. DOLDT,
Physical Director of P. A. A., 1895-'98.



DR. CUTLER,
Physical Director of P. A. A., 1898-'99.



X

P.A.A.

Symnastic

Apparatus

LOCKERS AND BOWLING ALLEYS

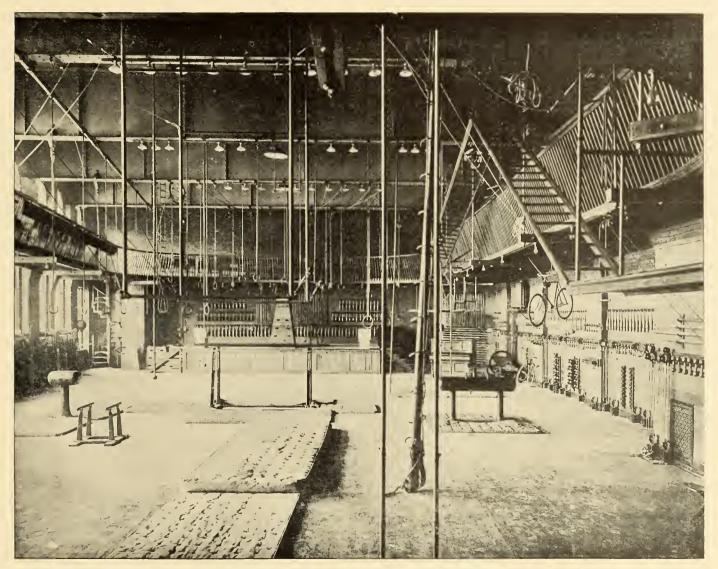
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X



GYMNASIUM OF PROVIDENCE ATHLETIC/ASSOCIATION.

P. A. A. ATHLETICS.

THE GYMNASIUM.

The P. A. A. Gymnasium is thoroughly equipped with apparatus, running track, pin-hockey pen, and every facility for class work. It is used more in proportion than at any other club in the country, and fur-

> nishes the highest grade of class work, now being so generally adopted.

> It was started under Mr. J. C. Doldt, now deceased. He was succeeded by his son, Mr. John E. Doldt, as Physical Director from 1895 to

1898, resigning to go to the R. I. State Normal School. Dr. George C. Cutler has been the Director for the season of 1898-'99. Messrs. Stacy Betzler and August Barth have successively served as Assistant Instructors.

The Gymnasium occupies half of the fourth and fifth floors together, and a spiral staircase descends to the locker room, and thence down to the Swimming Pool. Its stage is fitted for extension, and has an ontfit of scenery, adapting this part of the Club House to a theatre, with a floor for dancing. The Club's large entertainments are given here, with the principal athletic exhibitions and lectures, besides any contests for the All-Round Supremacy Cup, presented to the Association by Mr. Walter A. Peck.

The P. A. A. members are found in all sports, including, besides those especially described and

illustrated, golf, tennis, base ball, water polo, rowing, canoeing, yachting, shooting, driving, and horse showing.

THE GYMNASIUM FOR 1898-'99.

[By the Committee.]

The policy of the Committee on Athletics has been to cater to the wants of a large majority of the club members, instead of to the few would-be athletic

> performers, by having taught a system of recreative exercises designed to produce for each member good health and ability to enjoy life's

pleasures. The old system of monotonous set drills designed to develop this or that set of muscles, to the temporary detriment of others and permanent health, has been discarded in favor of pleasing exercises prepared and charted expressly for the Gymnasium by Mr. John E. Doldt, of the R. I. State Normal

School. As a direct result of adopting this system last year, we had a larger regular attendance in the Gymnasium than any athletic club in the country,—i. e., a

> larger percentage of members used the Gymnasium regularly. This system of exercise has been approved by the highest educational authorities in this State, and by many physicians who have preseribed it for their patients. It obviates the use



of apparatus, makes effective class instruction possible, and, timed to good piano music, affords each member an hour of recreation, in which, without realizing it, he gets vigorously exercised. The result is invigorating, yet resting. It is massage by exercise. Perspiration flows freely and the blood is forced scouring through every part of the body. It is scientific exercise; yet the member thinks it is play and enjoys it as a pastime, the same as he would enjoy a good game of golf. This system is

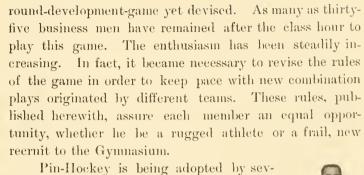
characterized by a feature which golf players will appreciate, *i. e.*, a large amount of development work without realizing it; *i. e.*, a thick coating of sugar on that disagreeable pill, "work."

The season of 1898-'99 opened on October 3d, with nearly as large an attendance as at the opening of last season. The total attendance of all classes was nearly

4,500, showing conclusively that many members use the Gymnasium. The ladies' classes have not been as large as previously, due to circumstances over which the committee had no control; yet the average daily attendance at the eleven o'clock and five o'clock classes has been 20, and what may have been lost in number

has been made up in enthusiasm. The ladies' evening classes cease this year. The business men's five o'clock class has been the most popular men's class throughout the season, the same as during years past.

Pin-Hoekey, a game originated in our Gymnasium, has steadily increased in popularity. It is certainly the best in-door, all-



Pin-Hockey is being adopted by several athletic clubs, Y.M.C.A.'s and colleges, and bids fair to become a national game, supplanting basket-ball. It is much less dangerous and more interesting, as each player is required to take an active part in both offensive and defensive playing, at least two or three times a minute throughout the game. Four Pin-Hockey teams

have been organized by the members of the business men's five o'clock class, and a very interesting series of matched games has been the result. Some of the best players were on each team, so that the contests were even and exciting. All matched games are played on Saturday evenings at 8 o'clock. There has

> been an enthusiastic attendance of both women and men at each game, and the series has been a success. The teams were made up as follows:

> No. 1—J. E. Doldt (Captain), J. W. Hawkins, M. D., P. D. Cook, J. F. Lennon, M. D. No. 2—E. F. Carroll, M. D. (Captain), Eugene Manning, Allie Pierce, P. H.





Keefe, M. D. No. 3—II. H. Bedell (Captain), C. N. Warner, Carl Eschle, W. R. McGuirk, M. D. No. 4—J. A. Rodgers (Captain), H. D. Wilcox, Aug. Barth, F. W. Marshall.

Mr. Stanton Abbott, Instructor of Boxing, is a thoroughly com-

petent teacher of the art of self-defense.

Mr. Frank Herrick is Instructor of Wrestling. As a professional wrestler he has demonstrated winning ability.

Dr. Cutler has instructed in fencing. HERBERT B. ELLIS.

Of Committee on Athletics.

[By the Physical Director.]

The gymnasium season of 1898-'99 at the P. A. A. began on Monday, October 3. As the work of the previous season had seemed so satisfactory to the majority con-

cerned, it was decided to follow more or less closely the same lines this year, which has been done.

The plan has been to offer a progressive and intelligently ordered series of free movements, together with light calisthenics, giving, on the one hand, all the variety desirable, while striving to avoid offering the shadow for the substance. It is certainly true that excessive variety of movements, with their consequently imperfect performance, must fail of producing equally good results with simpler evolutions, persistently and perfectly performed. Some use has been made of the various pieces of apparatus in the Gymnasium.

To paraphrase the expression of a famous man, while we do not flatter ourselves that we have pleased all the members all the time by our methods, we feel that perhaps we have given all the classes what they wish some of the time, and some of the members all the time what they were able to consider valuable work.

As the tendency of physical exercise is to cause individuals of

different builds and weights to approximate one type, in most instances the fat man becomes thinner and the light man heavy. Our friends can, most of them, trace one of these changes in themselves. Most of those in attendance have displayed commendable energy and courage in their efforts in the Gymnasium. Pin-Hockey still continues in great favor, and is increasing in the number of its devotees. It is played by members of all the classes. There has been carried on during the winter an interesting pin-hockey tournament among the members of



the Association, with occasional games introducing outsiders.

About the middle of the season we placed in the Gymnasium a canvas screen, into which golf balls might be played, and have organized a driving business with some of the golfers.

The number of people availing themselves of the privileges of the Gymnasium has been fair, and we know that those who have participated in its daily routine are conscious that they are better for it, and we hope that in the future an increasing percentage of club members may come to a realizing sense of the benefit to be derived from the course offered in this department of their house.

G. W. CUTLER, M. D.,

Physical Director.

"PIN-HOCKEY."

Wicket Polo, or "Pin-Hockey," was first brought out by Mr. J. E. Doldt, at Orange, N. J., and the first game was played at the Orange Athletic Club, on September 4, 1894. It has been much improved since being introduced at the Providence Athletic Association.

The chief value of Wicket Polo is in the even distribution of function—each man has precisely the same duties of defense and offense—his defense extends to his partner's pins when they are threatened, and his offense extends completely around the circle. His value as player is determined at the end of the game by the difference between his successful offense and his defense. Should he lose more than he makes, he is minus; should he gain more than he loses, he is plus and has played a valuable game. Very often a strong offensive player is valueless to a team because of his weak defense. Each player being endowed with the same functions, the mental and physical differences of the players are easily appreciable.

In these days of progress and investigation it has been hinted that the nervous, not the muscular, system is to be the field for the coming physical culturist; be that as it may, the director who can combine physical work with mental diversion, accomplishes better results for the business man than he who recognizes the man by his physical needs only. The recreative element will be an essential one in the exercises of the future, and the physical culturist will have exercises of "diversion" in cases of overtaxed nervous systems. The mental hygiene so desirable will consist in a great part of recreative games requiring the further practice of both the body and mind. Localism of work will disappear, for the same results may be obtained by exercises in the form of games. Such games should, as has been suggested, have consistent lines of defense and offense,

and should be so constructed that they may be played by a large or small number. Most of the standard games of to-day have these principles strikingly apparent, while in a few of the games these elements exist, but must be searched for.

J. E. DOLDT.

PIN - HOCKEY.—OFFICIAL RULES.

[As Revised April, 1899.]

Rule 1.—In a regular game each team shall consist of four players.

- 2.—The ball shall be the regular rubber-covered polo ball, which shall be furnished by the home team, and become the property of the winning team.
- 3.—The sticks shall not exceed four feet in length. The crook of the stick may be covered with leather, rubber or string. A cord or strap shall be attached to the handle and to the wrist to prevent the stick slipping from the hand.
- 4.—There shall be eight wickets (or pins), four red and four light blue. They shall be set in a circle, alternating red and light blue, equi-distant apart, no wicket to be nearer to side of enclosure than six feet. Each set of wickets shall be two round wood blocks, two inches in diameter and ten inches long, fastened together by chain or strap, to be two inches from top and four inches from bottom. Pins shall be two and one-half inches apart.
- 5.—Toss of coin decides choice of taking either ball or wickets. The side having wickets must be first to arrange men.
- 6.—Ball is in Play.—With all players in position, the ball on the spot, it is in play when hit by player having the right of play.
 - 7.—Ball is Dead.—(a) When a wicket is displaced by any



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P. A. A. PIN-HOCKEY PLAYERS, 1898-'99.

means; (b) when foul has been made; (c) when ball is out of bounds.

8.—Fouls.—It shall be deemed a foul: (a) When any player touches ball with his hands; (b) throwing stick at ball; (e) when opponent, standing within his own ring, is forced to displace his own pins, or is forced out of his circle; (d) pushing with hands or holding by hands, arms or stick, (this does not apply to holding opponent's stick); (e) when player's pins are displaced by opponent's stick in any manner or from any cause; (f) when a player touches his pins in any way, either to replace them or prevent them from being displaced.

9.—Faults.—It shall be deemed a fault: (a) When ball is deliberately kicked for pins; (b) when player having right of play hits the ball twice in succession.

10.—Penalty for Fouls.—When foul is made, the ball goes to opposing captain, who may select one of his players to put ball in play, and player making foul shall stand within foul circle and shall there remain until the ball has been put in play by player selected for that purpose. The player cannot score on first drive, and cannot touch ball until touched by second player.

11.—Penalty for Faults.—When fault is made, ball goes to opposing captain, who may select one of his players to put ball in play, and such player is entitled to score by any fair means.

12.—A score is made when wickets are displaced by batted ball driven by opponent, and scores for team making play, except it be that a player displaces his own team's wickets by any means; score, in such case, goes to opponents. Score cannot be made on first drive putting ball in play. When a wicket is displaced, it shall only be replaced by referee or his order.

13.—When ball is out of bounds, the player placing or driving ball shall be considered at fault and the penalty for such a play shall be that of fault. In doubtful cases the referee shall decide.

14.—Two innings of twenty-five minutes each, actual playing time, shall constitute a game, and team winning the most wickets in that time shall be the winner of the game. In computing time during

progress of game, all calls of time shall be deducted from actual playing time. The final goal shall be the one which ends at the expiration of the second twenty-five minutes of actual playing time, unless the teams are tied, in which ease the deciding goal shall be played.

15.—There shall be a referee, two timers and two scorers, and

time must be kept by a stop watch.

16.—The referee shall have charge of teams and surface from the time game is called or postponed. He shall start and call the game, and shall settle all disputed points and shall announce each goal and by whom won. The referee is master of the surface from the time game is called to its close, and is entitled to the respect of the spectators. Any person offering any insult or indignity to him shall be ejected from the premises. The referee must keep the teams playing constantly from the commencement of the game to its end, allowing for such delays as are rendered unavoidable by accident. The referee must call time promptly at the hour designated by the home team, and on the blast of the whistle the contest shall begin. When the whistle is blown for time no goal can be counted, that is, made, until the signal shall be given to renew play.

17.—No player shall be allowed to leave the surface without

permission of the referee.

18.—The scorers shall prepare a summary of each game, which shall contain the names of the players, the number and order of goals won by each team and the time occupied in playing for each goal. Scorers shall keep score by such a device as can be seen by captains of both teams.

19.—Time shall be called when a fault or foul occurs.

20.—If time is called while the game is in progress, the play shall not cease until the referee's whistle is blown.

21.—If from any cause, during the game, play should be suspended, each player shall remain at his pins and shall refrain from

touching or knocking the ball.

22.—Any player deliberately kicking or striking another, engaging in a brawl or altercation, using profane or indecent language, or committing any act that is manifestly intended to delay or obstruct the game, or is contrary to the spirit of fair play, shall be subject to expulsion from the floor by the referee.



P. A. A. PIN-HOCKEY TEAMS.

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STANTON ABBOTT, INSTRUCTOR IN BOXING, P. A. A.

BOXING;

OR, THE ART OF SELF-DEFENSE.

Boxing, as an art, is of great antiquity. Homer mentions Polydeuces as being "good with his fists." Polydeuces' name is inseparably connected, in the traditions both of Greece and Rome, with the art and practice of boxing. Apollo, besides his skill with the bow, was a good god with his fists. Sicily was for a time the headquarters of the noble art of self-defense, and Eryn, one of her kings, lorded it over the island, but at last met his match at the hands of Hercules. The father of actual professional boxing was Figg, whose portrait was painted by Hogarth. His date is 1719, and he appears to have reigned eleven years, and from that time we have always had a man recognized as the champion pugilist.

Boxing exercises every muscle in the human body, both internal and external. It also exercises the brain, eyes, lungs and nerves. It teaches a man to be self-reliant, quick to diseern, think and act, and also to keep control over his temper under adverse circumstances.

Members of the P. A. A. have the benefit of a room set apart especially for boxing, so that the lessons and practice are strictly private, if so desired, and can be taken at any hour by appointment.

STANTON ABBOTT.

Ex-Light-Weight Champion of England, Boxing Instructor to P. A. A.

BOXING.

OFFICIAL RULES OF THE AMATEUR ATHLETIC UNION.

1. In all open competitions the ring shall be not less than 16 feet nor more than 24 feet square, and shall be formed of 8 stakes

or ropes, the latter extending in double lines, the uppermost line 4 feet from the floor and the lower line 2 feet from the floor.

- 2. Competitors to box in regulation athletic costume, in shoes without spikes, or in socks, and to use boxing gloves of not more than 8 ounces in weight.
- 3. Weights to be: Bantam, 105 lbs. and under; Feather, 115 lbs. and under; Light, 135 lbs. and under; Welter, 145 lbs. and under: Middle, 158 lbs. and under; Heavy, 158 lbs. and over.
- 4. Any athlete who weighs in and then fails to compete, without an excuse satisfactory to the Games Committee, shall be suspended for six months.
- 5. In all open competitions the result shall be decided by two Judges, with a Referee. A Timekeeper shall be appointed.
- 6. In all competitions the number of rounds to be contested shall be three. The duration of rounds in the trial bout shall be limited to three minutes each. In the "finals" the first two rounds will be three minutes each and the final round four minutes. The interval between each round shall be one minute.
- 7. In all competitions any competitor failing to come up when time is called shall lose the bout.
- 8. Immediately before the competition each competitor shall draw his number and compete as follows: To have a preliminary round of as many contests as the total number of contestants exceeds 2, 4, 8, 16 or 32, and drop the losers. This leaves 2, 4, 8, 16 or 32 contestants, and the rounds then proceed regularly with no byes or uneven contests.
 - 9. Each competitor shall be entitled to the assistance of one

second only, and no advice or coaching shall be given to any competitor by his second, or by any other person during the progress of any round.

- 10. The manner of judging shall be as follows: The two judges and referee shall be stationed apart. At the end of each bout each judge shall write the name of the competitor who in his opinion has won, and shall hand the same to the announcer (or master of ceremonies). In case the judges agree, the master of ceremonies shall announce the name of the winner; but in eases where the judges disagree, the master of ceremonies shall so inform the referee, who shall thereupon himself decide.
- 11. The referee shall have power to give his easting vote when the judges disagree, to caution or disqualify a competitor for infringing rules, or to stop a round in the event of either man being knocked down, providing that the stopping of either of the first two rounds shall not disqualify any competitor from competing in the final round, to decide the competition in the event of either man showing so marked a superiority over the other that a continuation of the contest would serve only to show the loser's ability to take punishment. And the referee can order a further round, limited to two minutes, in the event of the judges disagreeing.
- 12. The decision of the judges or referee, as the case may be, shall be final.
- 13. In all competitions the decision shall be given in favor of the competitor who displays the best style and obtains the greatest

- number of points. The points shall be: For attack, direct clean hits with the *knuckles* of either hand, on any part of the front or sides of the head, or body above the belt: defense, gnarding, slipping, ducking, counter-hitting or getting away. Where points are otherwise equal, consideration to be given the man who does most of the leading off.
- 14. The referee may disqualify a competitor who is boxing unfairly, by kicking, or hitting with the open glove, by hitting with the inside or butt of the hand, the wrist or elbow, hitting or catching hold below the waist, or hitting when down (one knee and one hand or both knees on the floor), butting with the head or shoulder, wrestling or roughing at the ropes, using offensive and scurrilous language, or not obeying the orders of the referee.
- 15. All competitors who have been beaten by the winner shall be entitled to compete for second place, and all who have been beaten by the winners of either first or second place shall be entitled to compete for third place.
- 16. Any athlete who competes in a boxing contest of more than four rounds shall be suspended for such stated period as may be determined by the Board of Managers of the Association of the Amateur Athletic Union in whose territory the offense was committed.
- 17. In the event of any question arising not provided for in these rules, the referee to have full power to decide such question or interpretation of rule.

WRESTLING.

OFFICIAL RULES OF THE AMATEUR ATHLETIC UNION.

CATCH-AS-CATCH-CAN.

- 1. In all competitions the ring shall be roped and of not less than 12 feet or more than 24 feet square.
- 2. Weights to be: Bantam, 105 lbs. and under; Feather, 115 lbs. and under; Light, 135 lbs. and under; Welter, 145 lbs. and under, and Middle, 158 lbs. and under.
- 3. Any hold, grip, lock or trip allowed, except the hammer lock, strangling and full Nelson holds.
- 4. Nothing heavier than light slippers or rubbers without heels allowed on feet.
- 5. Both shoulders shall be on the floor at the same time to constitute a fall.
- 6. A rest of not less than five nor more than ten minutes shall be allowed between each fall.
- 7. No striking, kicking, gouging, hair pulling, butting, strangling or anything that endangers life or limb, will be allowed.
- 8. Each contestant shall be allowed one second, who shall not talk to or advise either of the contestants. Any contestant breaking Rule 7, or refusing to break any hold when so ordered by the Referee, shall lose the bout and be debarred from further competition.
- 9. Immediately before the competition each competitor shall draw his number and compete as follows: To have a preliminary round of as many contests as the total number of contestants exceeds 2, 4,

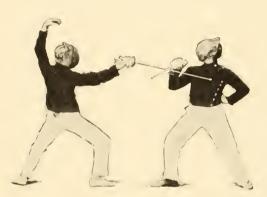
- 8, 16 or 32, and drop the losers. This leaves 2, 4, 8, 16 or 32 contestants, and the rounds then proceed regularly, with no byes or uneven contests.
- 10. All competitors who have been beaten by the winner shall be entitled to compete for second place, and all who have been beaten by the winners of either first or second place shall be entitled to compete for third place.
 - 11. Duration of bouts shall be six minutes.
- 12. The Referee shall have full control of the competition, and his decisions shall be final and without appeal.
 - 13. A Timekeeper shall be appointed.
- 14. If no fall has been obtained by either contestant after the expiration of the specified time, the Referee may award the bout to the contestant having shown the best qualities, or who evidently has acted mostly upon the offensive; or the Referee may, after allowing three minutes rest, order a supplementary bout of such duration as he may direct, not exceeding, however, six minutes.
- 15. Contestants shall be weighed within one hour of the beginning of the contests, and any contestant being overweight shall be rejected.
- 16. Any athlete who weighs in and then fails to compete, without an excuse satisfactory to the Games Committee, shall be suspended for six months.



FRANK HERRICK, INSTRUCTOR IN WRESTLING, P. A. A.

FENCING.

Fencing is the term applied at the present time to the engagement of two or more persons in a contest with foils, the point only being applied in attack, in contradistinction to the use of edge, as



well as points, as in fighting with the broadsword or sabre.

In olden times the contingencies of the hour made it necessary for every man to become more or less familiar with the use of the sword or rapier, and added a fierce picturesqueness to the life of the people. Then was evolved the type of the garcon, D'Artagnan.

Now conditions of living have so changed that it is not often necessary or expedient for a man to engage in personal combat, as the powers that be undertake to protect him in the exercise of his personal affairs. Then, again, the six-shooter has made all of one size, and against such weapon the steel blade has ceased to be of value.

However, the fine quality of body and mind, induced by the exercise of fencing, has caused its retention, in modified form, in the curriculum of the physical culturist. Its practice is not general, and may be reckoned in the nature of a fad.

Its value, however, in training body, mind and eye, is beyond question. It requires great quickness and accuracy, with firmness and delicacy of motion or action, and brute force is at a discount.

If pushed to extreme and continued effort it may lead to the deformity of a lowered right shoulder, which marks most professional fencers,—that is, if only the right hand is used. It is a graceful and effective performance if well executed, and a pleasure alike to the participant and the spectator.

Its practice is not of benefit to all, as the concentration and activity of mind involved would add work and produce undue fatigue in the case of nervous individuals, or those in whom the mind is incessantly in action during business hours.

G. W. CUTLER, M. D.

Physical Director.

FENCING.—OFFICIAL RULES

Of the Amateur Fencers League of America.—Adopted at a General Meeting, May 12th, 1897.

FOILS.

- 1. Foil competitions shall be conducted by three, five or seven judges (one of whom shall act as director) for each bout, who shall be experienced amateur fencers, selected from different clubs, if possible, and whose decision shall be final and without appeal. There shall also be a timer, who shall time the bouts in accordance with rule three.
- 2. Each contestant shall fence a bout with every other contestant.
- 3. Each bout shall consist of four minutes actual fencing, and contestants shall change positions after two minutes. Contestants shall come on guard, in the middle of the space, at the command of a judge.

4. Each judge, without consulting his fellow judges, shall award 100 points or any part thereof to each contestant at the end of the bout. The score shall be the average of the sum of the points



obtained. The award of each judge shall be announced at the end of each bout.

5. Touches shall count only when made upon the body, within the limits bounded by the collar of the fencing jacket, the median line, the hip, and a line drawn from the hip to the posterior limit of the armpit, around the front of the arm and along the crest of the shoulder to the collar. A touch on any

part of the boundary lines shall count.

- 6. The competitor attacked should parry; if a stop thrust be made it shall only count in favor of the giver, provided he be not touched at all.
 - 7. A touch, whether fair or foul, invalidates the riposte.
- 8. A touch is of no value when the point is twisted on to the body after the slap of the foil.
 - 9. The judges must stop a corps-a-corps as soon as made.
- 10. A disarmament is of no value. A touch immediately following a disarmament counts.
- 11. A point scored from a thrust started with the elbow behind the body (jab thrust) shall not count.
- 12. Each contestant shall fence with the same hand throughout the bout.
 - 13. Competitors shall wear white fencing jackets.
- 14. Contestants shall fence within a marked space 20 feet long and 36 inches wide, with a mark plainly indicating the middle.

When a contestant oversteps these limits a judge shall stop the bout; and the director shall start the contestants again in the middle of the marked space. If a majority of the judges agree that the contestant has overstepped a boundary line, five points shall be deducted from his final score for each offence.

15. Foil blades shall not exceed 34 inches in length.

DUELLING SWORDS.

- 1. Duelling sword competitions shall be conducted by three or five judges for each bont, who shall be experienced amateur fencers, selected from different clubs, if possible, and whose decision shall be final and without appeal.
- 2. Each contestant shall fence a bout with every other contestant for an aggregate of three touches. Each touch shall count one point.
- 3. A judge, upon seeing a touch, shall stop the bout, and thereupon a vote shall be taken. A touch shall be awarded only upon

the agreement of a majority of the judges. Neither judges nor contestants shall discuss the touches made or claimed, nor shall any comment be made upon them.

4. Sword tips shall be chalked merely to aid the judges in arriving at a decision; a chalk mark is not conclusive evidence of a touch.



- 5. The contestant scoring the highest aggregate of points shall be declared the winner, the next highest second, and so on.
 - 6. A touch on any part of the adversary counts.

- 7. A disarmament is of no value. A touch immediately following a disarmament counts.
- 8. If both contestants are touched by simultaneous lunges, the judges shall deduct one-quarter of a point for each offence from each contestant.
- 9. The diameter of the bell-guard shall not exceed five inches, and the blade shall not be more than 34 inches long.
- 10. Each competitor shall wear a dark fencing suit and dark gloves.

SABRE.

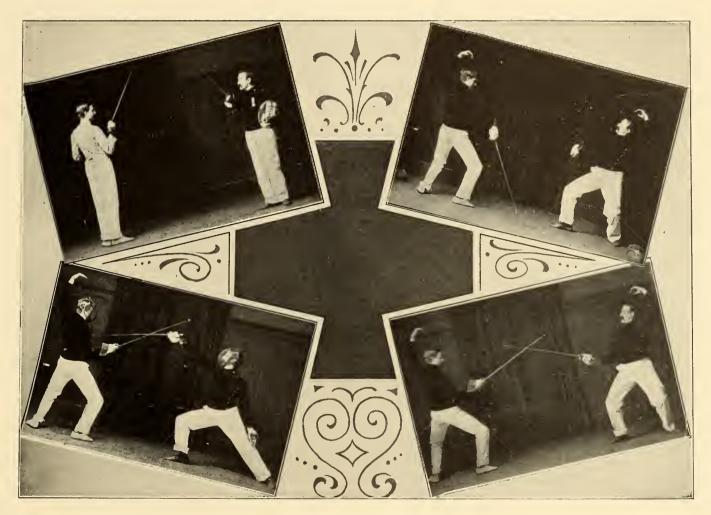
- 1. Sabre competitions shall be governed by the same rules as the foil competitions, except that a bout shall be for an average of seven points, that a cut or thrust on any part of the body above the hips shall count, and the limi-
- tation of space shall not be imposed, nor shall there be any restriction as to color of costume.
 - 2. Sabre blades shall not be more than 33 inches long.
- 3. The jury shall have the power to prohibit the use of any unusual guard, which may give a competitor an advantage over his adversary.

RULES GOVERNING COMPETITIONS.

1. A championship meeting shall be held annually, and at such time and place as may be designated by the Executive Committee of the Λ . F. L. Λ .

- 2. Division meetings shall be held at such time and place as may be designated by the Division Committee. Each division shall hold a meeting at least two weeks prior to the National Championship, which shall be considered a preliminary to the Championship meeting.
 - 3. No fencer shall be eligible to enter the National Champion
 - ship (except as provided in Rule 4 following), unless he shall have attained a score in foils, swords and sabres, of at least 60 per cent. of the possible number of points to be obtained at such meeting
 - 4. A medal man of preceding years shall be privileged to fence for championship honors without qualifying in the preliminaries, provided he has not been defeated at any intervening championship.
- 5. The judges and scorers shall be appointed by the Executive Committee, and a record kept of all fencers at Championship meetings.
- 6. At the Division contests (preliminaries), the judges and scorers shall be appointed by the Division Committee, and a list of all fencers qualifying in the preliminaries, properly endorsed by the Division Committee, shall be transmitted to the Secretary of the League within seven days after such meeting.
- 7. No National Competition shall be held with less than five judges.

Office of the Secretary, 53 Broadway, New York City.



P. A. A. FENCING GROUPS.

TURKISH BATHS AND SWIMMING POOL.

Besides the commodious locker-room baths on the third floor, with their complete arrangements, including various shower and needle baths, the Association possesses ample Turkish bath facilities located on the first floor and basement at the rear part of the building. The barber shop (and boot polishing) is used much more than commonly in a club, owing to the excellent service. A portion is curtained off for ladies' use, and a woman attendant is present on Tuesdays and Fridays.

Entrance to the Turkish baths is had through the barber shop, except that ladies on ladies' days—Tuesdays and Fridays—have a separate entrance of their own. There are excellent dressing rooms with Scotch carpeting and handy toilet conveniences. The club service also extends to this department, except in the pool.

The dome, or large, dry hot-air room, is 20 feet in diameter and 30 feet high; the temperature is maintained at about 135 degrees, and in the two small warmer chambers that open out of it, at about 165 and 180 degrees respectively. There are two entrances to the dome, and from it are reached the Russian, or steam room (about 110 degrees Fahrenheit), and the rubbing room with a shower and needle bath, and marble slabs on which the bather is carefully manipulated by the expert attendants. A Roman, or oil bath, is also given here as an extra service, as well as a salt rub, the latter being particularly beneficial.

The drying room is 15 by 35 feet, finished in a soft olive green tint; it contains comfortable couches, fitted in summer with fly

canopies. An electric fan operates here in warm weather, as well as in the dressing rooms, and when snugly stretched out it is very difficult for one not to drop off into a refreshing nap. The final rub-down in alcohol is given in this room, where none are allowed except persons taking an alcohol rub or the Turkish bathers. Anything from the restaurant can be had here (except that waiter service is not provided).

The clear Swimming Pool is an inviting retreat, particularly on torrid days. It measures 20 by 40 feet, with a depth of four feet at one end, sloping to eight at the other. The sides are built of enamel brick and the floor of tessellated marble. It is fitted with a spraying pipe to continually carry off the surface water, a spring-board for diving, ladders to mount from the pool, overhead travelling rings, and a trolley for swimming lessons. Life preservers and a boat hook are always kept at hand. Everyone is obliged to use the shower before entering the pool, although the artesian water is always changed so as to be clean, and its temperature is kept at about 78 degrees. A gallery admits spectators upon particular occasions, although no visitors generally are allowed after eleven o'clock in the morning. Children have special hours, and instruction can be given all in swimming.

Water Polo is played considerably, and one of the most unique and interesting occasions in the club house was an aquatic exhibition in this department.

HARRY C. CURTIS,

Chairman Committee on Baths.

ABOUT TURKISH BATHS.

The Turkish bath of the present time is not precisely the bath of the luxurious Orientals, for it has been modified and changed in various ways to meet the needs of our modern life of busy activity. It is, however, essentially a thermal bath, and gives a more perfect cleansing of the body, together with a more enduring stimulation, than is obtained by any other method of bathing.

It is well known that free perspiration is beneficial, as it removes waste materials from the skin, and by calling the blood to the skin, increases its nutrition. Now, in the Turkish bath there is a thorough cleansing process, and the body is relieved of clogging particles which have the same influence on its tissues that dust has on a well oiled machine. These particles are the result of the wear and tear of our every-day lives—dried and worn out parts of the skin, atmospheric dust, minute fibres from the clothing, etc., and the ordinary cleansing baths are not sufficient to remove them. Nor would the Turkish bath do this were it not for the massage which is so thoroughly administered by the skilled attendants. Under the vigorous manipulation of the masseurs the skin and underlying muscles are rubbed and kneaded and made to give up their sluggish blood, thus taking away their worn out materials and bringing fresh nutriment to them.

Everyone who has ever taken a Turkish bath must have experienced the pleasant stimulation that comes to the entire system. Both the high temperature and the massage quicken the action of the heart, spurring it to an unwonted but healthful activity. In this way the circulation of the blood is accelerated and the nutrition of the entire body is helped. Then, too, there is a great advantage gained in that the blood becomes more evenly distributed through the body, thus relieving the congestion of internal organs and supplying them with properly arrated blood.

Upon the blood itself there is wrought a most beneficial change, for it is relieved of its burden of refuse, becomes more thoroughly ærated in the lungs, and is thus made purer.

The state of extreme perspiration is reached by gradual increase in temperature, so there is no shock to the system, and one beeomes slowly accustomed to changes which would be both unpleasant and disastrous if suddenly induced.

In the cooling off stage of the bath we have a gradual subsidence of the extreme stimulation, and the tonic invigorating reaction which is the chief object of the Turkish bath. There is now a slow return to the former state, but the bather feels a vigor and freshness which he did not have before. Not only is the body cleansed of many impurities and the circulation of the blood regulated and improved, but the nervous system has received a most helpful tonic influence from the process. Friction and heat are very vigorous stimulants to the nerves, and in this bath the cutaneous nerves (which are well said to be the regulators of the body), have had an abundance of what might be called a natural stimulation, and the reaction is long lasting.

It would be too long a story to enumerate the maladies for which physicians prescribe Turkish baths. But conspicuous among them are obesity, gout, rheumatism, indigestion and its many consequences, insomnia, headache and kidney disorders. For those in health, the daily cold bath with occasional cleansing and Turkish baths, confers an immunity from colds and a muscular and nervous tone which can hardly be overvalued. Many celebrated physicians cure their patients without drugs by the eareful regulation of the diet and use of baths, with gymnastics, and the Turkish bath has their highest endorsement.

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WATER POLO.

OFFICIAL AMERICAN RULES.

Rule 1.—The ball shall be the regulation white rubber Association Foot Ball, No. 3, not less than 8 nor more than 9 inches in diameter.

Rule 2.—The goals shall be spaces 4 feet long and 12 inches wide, marked "goal" in large letters; one shall be placed at either end of the tank, 18 inches above the water line, equally distant from either side.

Rule 3.—To score a goal, the ball must be touched by the ball in the hand of an opposing player, and the greatest number of goals shall count game.

Rule 4.—The contesting teams shall consist of six a side, with one reserve man who can take the place of one of his side in case of disablement only and receive prize if on winning side.

Rule 5.—The time of play shall be eight minutes' actual play each way and five minutes' rest at half time.

Rule 6.—The captains shall be playing members of teams they represent, and shall toss for choice of ends of tank. The ends shall be changed at half time.

Rule 7.—The referee shall throw the ball in the centre of the tank, and the start for the ball shall be made only at the sound of the whistle.

Rule 8.—The ball going out of the tank, it shall be thrown in the centre, opposite where it crosses the bounds.

Rule 9.—No player is allowed to interfere with an opponent, unless such an opponent is in actual contact with the ball, or within 4 feet of it.

Rule 10.—A mark shall be made 4 feet from each goal on the

side of the tank and a line drawn across. No player shall come within his opponent's goal line until the ball is put in play within it.

The goal keepers of the side are alone exempt from this rule.

It shall be an offside play to cross the line ahead of the ball, and it shall be within the power of the referee to decide in such case, whether the goal be fairly made or not.

Rule 11.—Upon a goal being gained, the opposite teams shall go to their own end of the tank, and the ball shall be thrown by the referee into the centre on play being resumed, but time so occupied shall not be counted as in time of play.

Rule 12.—Teams shall have an umpire at each goal line, who, upon goal being made, shall notify the referee, who shall blow a whistle and announce the same. In case the umpires disagree, the referee shall decide whether a goal be fairly made or not.

Rule 13.—The referee shall decide all fouls, and if, in his opinion, a player commits a foul, he shall caution the team for the first offense, and for the second the player making it shall be ordered out of the water, remaining out until a goal has been scored.

Rule 14.—The time occupied by disputes shall not be reckoned as in the time of play.

Note.—The ball shall always be kept on or as near the surface of the water as possible.

It shall be a foul to hold a player by any part of his costume.

Unnecessarily rough play shall, within the discrimination of the referee, be considered a foul.

It shall be a foul to push off from ends or sides of tank, or to touch them except for the purpose of resting.

CYCLING.

When the Gymnasium season begins to wane, as the fine spring weather comes along, and the members are seeking for outdoor sports and exercise, the Committee on Cycling arranges many very

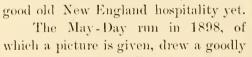


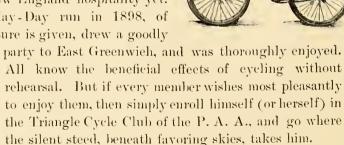
pleasant runs. In the past two seasons these runs have covered nearly all the popular roads and places of interest in this State, and several very pleasant trips have been taken to Boston, by rail to Forest Hills, and then through the Park system and Fens, covering about twenty-five miles over the best roads in America. These rides usually brought on a ravenous appetite when one of the well-known hotels of Boston was reached, and a good dinner and eigar were all the more enjoyed.

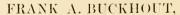
Probably the run made from Kingston to Matunuck Beach and back to Kingston by way of the beautiful towns of Wakefield and Peacedale, was best

remembered by the ten men who participated, from the very hospitable manner in which they were treated at a farmhouse occupied by a family named Champlin. It was late in September, and all attempts made at Matunuck Beach to get something to eat having failed, they pushed on towards Wakefield, lacking that good humor and spirit displayed on the run down, as now they saw no prospect of anything to eat for eight miles more. On reaching this farmhouse, one member refused to ride another foot until he had at least an apple. This made a good impression, it seems, for Mrs. Champlin, after hearing the predicament,

soon spread the lawn, picnic fashion, with two half-gallon pitchers of milk, two three-decker eocoanut cakes, molasses cookies, apples, and a few other minor things. The party must have eaten like rough riders, but imagine their surprise when informed that the hostess was only too glad to entertain them, and positively refused to take anything. The only way to compensate was to press some money in the little boy's hand who came to open the gates. The cyclists all came to the conclusion that the South County had some

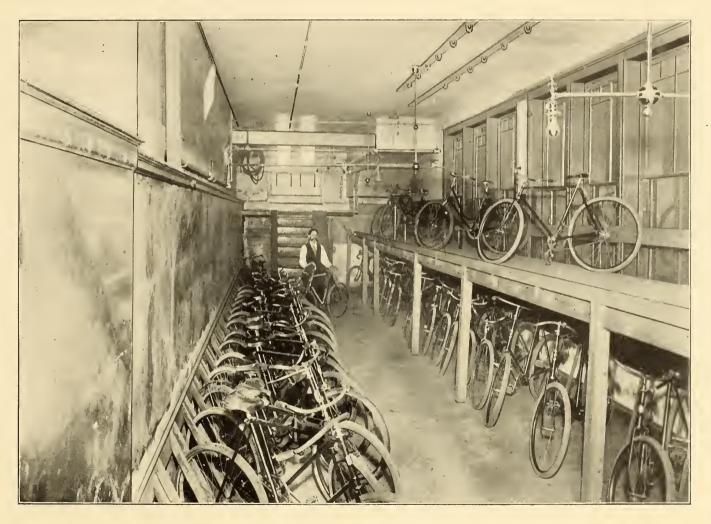






Chairman Committee on Cycling.





CYCLE ROOM, WEYBOSSET STREET.

CYCLING RULES.

RACING.—Cycle racing is at present under the official control of the League of American Wheelmen, although track promoters, under the name of the National Cycling Association, carry it on



as well. The Amateur Athletic Union of the United States is in alliance with the L. A. W., and the latter conducts cycle racing, and grants sanction through its Racing Board, under its established rules and officials. Applications for sanctions should be made to the L. A. W. Racing Board, which also requires the registration of all riders.

Touring Committee of the L. A. W., with headquarters at 530 Atlantic avenue, Boston. Its purpose is to collect, compile and disseminate touring information for the benefit of League members. Information concerning routes, condition of roads, hotels and stopping-places, and all other data of value to cycle tourists, is solicited by the committee.

Such information as can be furnished is for League members only. It is valuable in outlining unfamiliar trips. Until the bureau accumulates the necessary data, replies to inquiries will, in some instances, be necessarily delayed, but the committee will aim to make its service as prompt and efficient as possible.

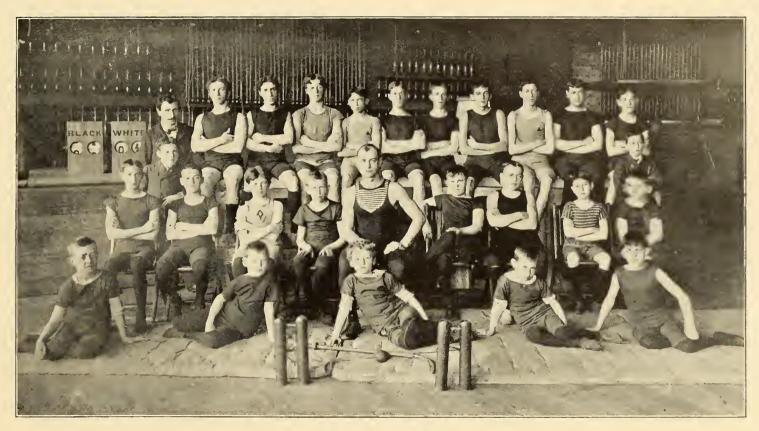
Information of general interest will be published by the committee in the Touring Department of the L. A. W. Bulletin from time to time.

Information and inquiries should be addressed to Paul I. Aldrich, Chairman National Touring Committee, 530 Atlantic avenue, Boston, Mass.

In making inquiries of the Touring Department, members must give League number and state Division to which they belong, and enclose 2-cent stamp, or inquiries will not be answered. It must also be remembered that the department will not furnish information which can be found in the road-book of the inquirer's own Division.

"Cycling in Europe," by F. A. Elwell, is published by the L. A. W., (price 40 cents), and covers this subject thoroughly and practically.



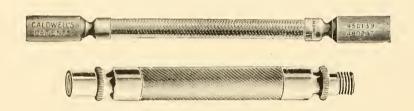


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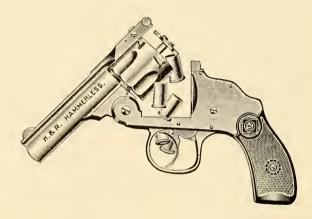
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W. G. Kendall, the Inventor of the Kendall Cushion Rubber Tire, with his Carriage and Pair. Carriage Wheels are fitted with these Tires.

GOLF.

OFFICIAL RULES.

As Revised by the Royal and Ancient Golf Club of St. Andrews in 1891; with Rulings and Interpretations by the Executive Committee of the United States Golf Association in 1897.

Rule 1.—The game of Golf is played by two or more sides, each playing its own ball. A side may consist of one or more persons.

RULING OF THE U.S. G. A.—Two sides of single players constitute a match ealled a "Single." Two sides of two players each constitute a "Foursome," and the players on either side are called "Partners."

Rule 2.—The game consists in each side playing a ball from a tee into a hole by successive strokes, and the hole is won by the side holing its ball in the fewest strokes, except as otherwise pro-

vided in the Rules. If two sides hole out in the same number of strokes, the hole is halved.

RULING OF THE U.S. G. A .- " Match Play" is decided by the number of holes won.

"Medal Play" is decided by the aggregate number of strokes.

Unless otherwise stated, a match shall consist of the play of the game over eighteen holes of the links. By agreement a match may consist of the play over any number of holes.

In Match Play the player plays against an "opponent," and opponents have certain privileges and responsibilities defined by the Rules.

In Medal Play and Bogey Competitions the players are all "competitors,"

and have special privileges (Medal Rules 5, 6, 7 and 8) and a distinct responsibility (Medal Rule 4).

"Col. Bogey" is an imaginary opponent against whose arbitrary score each player plays by holes; otherwise Bogey Competitions are governed by Medal Play rules, except that the player loses a hole:—

When a ball is struck twice, or is stopped by the player or his caddy or clubs; When a ball is lost:

When a ball is not played wherever it lies, except as provided for in Rules 17 and 21.

Rule 3.—The teeing ground shall be indicated by two marks placed in a line at right angles to the course, and the players shall not tee in front of, nor on either side of these marks, nor more than two club lengths behind them. A ball played from outside the limits of the teeing ground, as thus defined may be recalled by the opposite side.

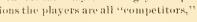
The hole shall be four and one-quarter inches in diameter and at least four inches deep.

RULING OF THE U.S. G. A .- The penalty for playing the ball outside the limits, as thus defined, shall be:-

In Match Play—the ball may be recalled by the opposite side (no stroke being counted for the misplay).

In Medal Play—the ball must be recalled (no stroke being counted for the misplay) or the player shall be disqualified. The option of recalling-a ball is in all cases forfeited unless exercised at once before another stroke has been played.

RULE 4.—The ball must be fairly struck at and not pushed, scraped nor spooned, under penalty of the loss of the hole.



Any movement of the club which is intended to strike the ball is a stroke.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—disqualification.

RULE 5.—The game commences by each side playing a ball from the first teeing ground. In a match with two or more on a side the partners shall strike off alternately from the tees, and shall strike alternately during the play of the hole.

The players, who are to strike against each other, shall be named at starting and shall continue in the same order during the match.

The player, who shall play first on each side, shall be named by his own side.

In case of failure to agree, it shall be settled by lot or toss which side shall have the option of leading.

Rule 6.—If a player shall play when his partner should have done so, his side shall lose the hole, except in the case of the tee shot, when the stroke may be recalled at the option of the opponents.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole.

In Medal Play—if the player plays the tee shot when his partner should have done so, the ball must be recalled (no stroke being counted for the misplay) or the side shall be disqualified. If a player play when his partner should have done so through the green, the ball shall be recalled and dropped, and a stroke counted for the misplay.

RULE 7.—The side winning a hole shall lead in starting for the next hole, and may recall the opponent's stroke should be play out of order. This privilege is called the "Honour." On starting for a new match the winner of the long match in the previous round is entitled to the honour. Should the first match have been halved, the winner of the last hole gained is entitled to the honour.

RULING OF THE U. S. G. A.—In Match Play—the stroke recalled is not counted. In Medal Play—the stroke may not be recalled.

Rule 8.—One round of the links, generally eighteen holes, is a match, unless otherwise agreed upon. The match is won by the side which gets more holes ahead than there remain holes to be played, or by the side winning the last hole when the match was all even at the second last hole. If both sides have won the same number, it is a halved match.

RULING OF THE U. S. G. A.—In competitions: In Match Play, when two competitors have halved their match, they shall continue playing hole by hole till one or the other shall have won a hole, which shall determine the winner of the match.

Should the Match Play Competition be a handicap, the competitors must decide the tie-by playing either one hole, three or five more holes, according to the manner in which the handicap ceded falls upon certain holes so as to make the game a fairly proportionate representation of the round.

In Medal Play, where two or more competitors are tied, the winner shall be determined by another round of the course; except that By-Laws 15 and 19 of the United States Golf Association provide that, in case of ties for the sixteenth place in the Amateur Championship medal rounds, or the eighth place in the Women's Championship medal rounds, respectively, the contestants so tied shall continue to play until one or the other shall have gained a lead by strokes, the hole or holes to be played out.

RULE 9.—After the balls are struck from the tee, the ball furthest from the hole to which the parties are playing shall be played first, except as otherwise provided for in the Rules. Should the wrong side play first, the opponent may recall the stroke before his side has played.

RULING OF THE U. S. G. A.—In Match Play—no stroke is counted for the misplay if recalled. In Medal Play—the stroke may not be recalled.

Rule 10.—Unless with the opponent's consent, a ball struck from the tee shall not be changed, touched nor moved, before the hole is played out, under the penalty of one stroke, except as otherwise provided for in the Rules.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of one stroke. In Medal Play—loss of one stroke.

Rule 11.—In playing through the green all loose impediments within a club length of a ball which is not lying in or touching a hazard, may be removed; but loose impediments which are more than a club length from the ball shall not be removed under penalty of one stroke.

RILING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of one stroke. In Medal Play—loss of one stroke.

Ice, snow and hail within a club length of the ball through the green may be removed; but on the putting green the ice, snow and hail

may only be removed as per Rule 34, "by brushing lightly with the hand only across the put and not along it."

RULE 12.—Before striking at the ball the player shall not move, bend nor break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of addressing the ball, and in soling his club to address the ball, under the penalty of the loss of the hole, except as provided for in Rule 18.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—disqualification.

RULE 13.—A ball stuck fast in wet ground or sand may be taken out and replaced loosely in the hole which it has made.

Rule 14.—When a ball lies in or touches a hazard, the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, except that the player may place his feet firmly on the ground for the purpose of addressing the ball, under the penalty of the loss of the hole. But if in the backward or in the downward swing, any grass, bent, whin or other growing substance, or the side of a bunker or wall, paling or other immovable obstacles, be touched, no penalty shall be incurred.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—for moving anything, disqualification;

for touching anything, loss of one stroke. The intent of this ruling is to prevent the player from altering or improving the lie of the ball. The club shall not be soled, nor the surface of the ground be touched within a radius of a club length from the ball, except that the player may place his feet firmly on the ground for the purpose of addressing the ball; but nothing herein shall be construed as allowing a player to test in any manner the consistency of the sand or soil in any part of the hazard, under penalty of disqualification.

When a ball lies on turf in a hazard or surrounded by a hazard, it shall be considered as being on the fair green—i. e., the club may be soled.

Rule 15.—A hazard shall be any bunker of whatever nature—water, sand, loose earth, mole hills, paths, roads or railways, whins, bushes, rushes, rabbit-scrapes, fences, ditches, or anything which is not the ordinary green of the course, except sand blown on to the grass by wind or sprinkled on the grass for the preservation of the links, or snow or iee or bare patches on the course.

RULING OF THE U. S. G. A.—Long grass or casual water on the fair green are not hazards. Woods are hazards. The fair green shall be considered any part of a course except the hazards and putting greens.

Rule 16.—A player, or a player's caddy, shall not press down nor remove any irregularities of surface near the ball, except at the teeing ground, under the penalty of the loss of the hole.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—disqualification.

"Near the ball" shall be considered within a club length.

Pressing down the surface near the ball by prolonged or forcible soling of the club shall be deemed a breach of this rule.

Rule 17.—If any vessel, wheelbarrow, tool, roller, grass cutter, box or other similar obstruction has been placed upon the course, such obstruction may be removed. A ball lying on or touching such obstruction, or on clothes or nets or on ground under repair or temporarily covered up or opened, may be lifted and dropped at the

nearest point of the course; but a ball lifted in a hazard shall be dropped in a hazard. A ball lying in a golf hole or flag hole may be lifted and dropped not more than a club length behind such hole.

Rule 18.—When a ball is completely covered with fog, bent, whins, etc., only so much thereof shall be set aside as that the player shall have a view of his ball before he plays, whether in a line with the hole or otherwise.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—disqualification.

The "ete." in this rule includes grass, bushes, plants, hedges, trees or foliage.

RULE 19.—When a ball is to be dropped the player shall drop it. He shall front the hole, stand erect behind the hazard, keep the spot from which the ball was lifted, or in the case of running water, the spot at which it entered, in a line between him and the hole, and drop the ball behind him from his head, standing as far behind the hazard as he may please.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—if the ball has not been dropped in strict accordance with the rule, the opponent has the option of having the ball dropped again.

In Medal Play—if the ball has not been dropped in strict accordance with the rule, the other competitor *must* call for the ball to be dropped again, and the player must comply or be disqualified.

The player must drop the ball himself, not his caddy nor his partner. A dropped ball shall not be considered in play until at rest.

When a ball is lifted from a hazard and dropped and falls back into the hazard, the player may lift again without further penalty.

Rule 20.—When the balls in play lie within six inches of each other, measured from their nearest points, the ball nearer the hole shall be lifted until the other is played, and shall then be replaced as nearly as possible in its original position. Should the ball further from the hole be accidentally moved in so doing, it shall be replaced. Should the lie of the lifted ball be altered by the opponent in playing, it may be replaced in a lie near to, and as nearly as possible similar to, that from which it was lifted.

Rule 21.—If the ball lie or be lost in water, the player may drop a ball under the penalty of one stroke.

RULING OF THE U. S. G. A.—When the ball lies in casual water on the putting green, it may be lifted without penalty and replaced by hand to one side but not nearer to the hole.

A ball in water in a hazard may be lifted and dropped behind the water or hazard, under penalty of one stroke.

Rule 22.—Whatever happens by accident to a ball in motion, such as its being deflected or stopped by any agency outside of the match, or by the forecaddic, is a "rub of the green," and the ball shall be played from where it lies. Should a ball lodge in anything moving, such ball, or, if it cannot be recovered, another ball, shall be dropped as nearly as possible at the spot where the object was when the ball lodged in it. But if a ball at rest be displaced by any agency outside the match, the player shall drop it, or another ball, as nearly as possible at the spot where it lay. On the putting green the ball may be replaced by hand.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—in Match Play—loss of the hole. In Medal Play—disqualification.

Wind and weather are not agencies "outside the match."

Rule 23.—If the player's ball strike, or be accidentally moved by, an opponent or an opponent's caddie or clubs, the opponent loses the hole.

RULING OF THE U. S. G. A.—Penalty incurred:—In Match Play—loss of the hole. In Medal Play—no penalty.

If the player's ball strike the other competitor or his caddic or clubs, it is a "rub of the green," and the ball shall be played from where it lies. If a player's ball at rest be accidentally or intentionally moved by the other competitor or his caddic, the ball must be replaced.

Rule 24.—If the player's ball strike or be stopped by himself or his partner or either of their caddies or clubs, or if, while in the act of playing, the player shall strike the ball twice, his side loses the hole.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—loss of one stroke.

Rule 25.—If the player, when not making a stroke, or his partner, or either of their caddies, touch their side's ball, except at the tee, so as to move it, or by touching anything cause it to move, the penalty is one stroke.

RULANG OF THE U. S. G. A.—Penalty incurred:—In Match Play—loss of one stroke.—In Medal Play, loss of one stroke.

Except at the tee, if the ball move while the player is addressing it, the player loses one stroke.

Except at the tee, if the ball be struck while moving, the penalty is one stroke; i, i, one stroke for the moving and one stroke for the play.

Except at the tee, if struck at while moving, and missed, one stroke shall be counted for the moving and another for the miss.

RULE 26. A ball is considered to have been moved if it leave its original position in the least degree and stop in another; but if a player touch his ball and thereby cause it to oscillate without causing it to leave its original position, it is not moved in the sense of Rule 25.

RULE 27.—A player's side loses a stroke if he play the opponent's ball, unless (1) the opponent then plays the player's ball, whereby the penalty is cancelled, and the hole must be played out with the balls thus exchanged; or (2) the mistake occur through wrong



information given by the opponent, in which case the mistake, if discovered before the opponent has played, must be rectified by placing a ball as nearly as possible where the opponent's ball lay. If it be discovered before either side has struck off at the tee that one side has played out the previous hole with the ball of a party not engaged in the match, that side loses the hole.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—First—Playing the opponent's ball with exceptions (1) and (2) above

noted in the rule: In Match Play—loss of one stroke. The ball must be replaced. In Medal Play—no penalty. The ball must be replaced.

Second—Playing out with the ball of a party not engaged in the match: In Match Play—if discovered before the next tee stroke, loss of the hole. In Medal Play—the player must go back and play his own ball, or, not finding it, return as nearly as possible to the spot where it was last struck, tee another ball and lose a stroke (Rule 5 Medal Play), or else be disqualified.

Rule 28.—If a ball be lost, the player's side loses a hole. A ball shall be considered as lost if it be not found within five minutes after the search is begun.

RULING OF THE U. S. G. A.—Penalty incurred:—In Match Play—loss of the hole. Where both balls are lost at the same time, neither side wins the hole, which should be called halved, irrespective of the number of strokes that either side may have played. A player, who has lost his ball, may, before giving up the hole, ask the opponent to show his (the opponent's) ball.

In Medal Play—loss of one stroke and distance. The player must return as nearly as possible to the spot where the ball was struck, tee another ball and lose one stroke. But if the ball be found before he has struck the other ball, the first shall continue in play.

Rule 29.—A ball must be played wherever it lies, or the hole given up, except as otherwise provided for in the Rules.

RULING OF THE U. S. G. A.—Penalty:—In Match Play—loss of the hole. In Medal Play—loss of two strokes, and ball may be teed. The exceptions are provided for in Rules 17 and 21.

Rule 30.—The term "putting green" shall mean the ground within twenty yards of the hole, excepting hazards.

RULING OF THE U. S. G. A.—If a hazard be within the twenty yard limit of the hole, the ground outside of such hazard may not be considered as putting green, even though it be within the twenty yard radius from the hole.

RULE 31.—All loose impediments may be removed from the putting green, except the opponent's ball, when at a greater distance from the player's than six inches.

RULING OF THE U. S. G. A.—In Medal Play, on the putting green, the ball nearer the hole may be holed out or lifted, at its owner's option, if "it be in such a position that it might, if left, give an advantage to the other competitor." (Rule 9 Medal Play.)

Rule 32.—In a match of three or more sides a ball in any degree lying between the player and the hole must be lifted, or, if on the putting green, holed out.

Rule 33.—When the ball is on the putting green no mark shall be placed nor line drawn as a guide. The line to the hole may be pointed out, but the person doing so may not touch the ground with the hand or club.

The player may have his own or his partner's caddie to stand at the hole, but none of the players, nor their caddies, may move so as to shield the ball from, or expose it to, the wind.

The penalty for any breach of this rule is the loss of the hole.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—disqualification.

The putting line shall not be considered to extend beyond the hole.

Rule 34.—The player or his caddie may remove (but not press down) sand, worm casts or snow lying around the hole or on the line of his put. This shall be done by brushing lightly with the hand only across the put and not along it. Dung may be removed to a side by an iron elub, but the club must not be laid with more than its own weight upon the ground. The putting line must not be touched by club, hand or foot, except as above authorized, or immediately in front of the ball in the act of addressing it, under the penalty of the loss of the hole.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—disqualification.

The putting line shall not be considered to extend beyond the hole. The "player or his caddie" shall include his partner and his partner's caddie.

Rule 35.—Either side is entitled to have the flag stick removed when approaching the hole. If a ball rest against the flag stick when in the hole, the player shall be entitled to remove the stick, and, if the ball fall in, it shall be considered as holed out in the previous stroke.

RULING OF THE U.S. G. A.—Penalty for putting at the hole with the flag stick in it and striking the flag stick: In Match Play—no penalty. In Medal Play—disqualification. RULE 36.—A player shall not play until the opponent's ball shall have ceased to roll, under the penalty of one stroke. Should the player's ball knock in the opponent's ball, the latter shall be counted as holed out in the previous stroke. If, in playing, the player's ball displace the opponent's ball, the opponent shall have the option of replacing it.

RULING OF THE U. S. G. A.—Penalty under this rule:—In Match Play—loss of one stroke. In Medal Play—loss of one stroke.

Should the player's ball knock in the opponent's ball:—In Match Play the latter shall be counted as holed out in the previous stroke.—In Medal Play the latter must be replaced.

Should the player's ball displace the opponent's ball:—In Match Play the latter shall have the option of replacing his ball, and must exercise such option at once and before any further play. In Medal Play the latter *must* replace his ball.

A player having holed out his ball in the like or the odd may knock away the opponent's ball from the lip of the hole and claim the hole if he had holed in the like, or a half if he had holed in the odd.

Rule 37.—A player shall not ask for advice, nor be knowingly advised, about the game by word, look or gesture from anyone except his own caddie or his partner or partner's caddie, under the penalty of the loss of the hole.

RULING OF THE U. S. G. A.—Penalty for breach of this rule:—In Match Play—loss of the hole. In Medal Play—disqualification.

Rule 38.—If a ball split into separate pieces, another ball may be put down where the largest portion lies; or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack, or become unplayable, the player may change it on intimating to his opponent his intention to do so.

RULE 39.—A penalty stroke shall not be counted the stroke of a player, and shall not affect the rotation of the play.

RULING OF THE U. S. G. A.—A "stroke" is any movement of the club which is intended to strike the ball. A player who, while addressing his ball, intentionally or accidentally causes it to move, shall be considered to have played one stroke (except at the tee). A "penalty stroke" is a stroke added to the score of a side for infringing certain rules.

RULE 40.—Should any dispute arise on any point, the players have the right of determining the party or parties to whom the dispute

shall be referred: but should they not agree, either party may refer it to the Green Committee of the green where the dispute occurs, and their decision shall be final. Should the dispute not be covered by the Rules of Golf, the arbiters must decide it by equity.

RULING OF THE U. S. G. A.—Such decisions may be finally referred to the Executive Committee of the United States Golf Association.

SPECIAL RULES FOR MEDAL PLAY.

Rule 1.—In Club Competitions the competitor doing the stipulated course in fewest strokes shall be the winner.

RULE 2.—If the lowest score be made by two or more competitors, the ties shall be decided by another round to be played either on the same day or on any other day as the Captain, or, in his absence, the Secretary, shall direct.

RULING OF THE U. S. G. A.—Except that By-Laws 15 and 19 of the United States Golf Association provide that, in case of ties for the sixteenth place in the Amateur Championship Medal rounds, or for the eighth place in the Women's Championship medal rounds, respectively, the contestants so tied shall continue to play until one or the other shall have gained a lead by strokes, the hole or holes to be played out

Rule 3.—New holes shall be made for the medal round, and thereafter no member shall play any stroke on a putting green before competing.

RULING OF THE U.S.G.A.—Penalty for breach of this rule is disqualification. Competitors must always assume that new holes have been made, whether really made or not. Trial strokes may be played through the fair green, but no stroke may be played within twenty yards of any hole on the course where the competition takes place. In Match Play Competitions, other than Bogey Competitions, a member may play upon the putting greens.

Rule 4.—The scores shall be kept by a special marker, or by the competitors noting each other's scores. The scores marked shall be checked at the finish of each hole. On the completion of the course the score of the players shall be signed by the person keeping the score and handed to the Secretary.

Reling of the U. S.G.A.--Penalty for breach of this rule is disqualification. The score must be handed to the Secretary or to some person designated by the Green Committee. A caddic may not keep score, nor may an outsider (a player not in competition) playing with a competitor do so without the sanction of the Club's Executive.

It is commended, but not required, to mark down each stroke as played.

RULE 5.—If a ball be lost, the player shall return as nearly as possible to the spot where the ball was struck, tee another ball and lose a stroke. If the lost ball be found before he has struck the other ball, the first shall continue in play.

RULING OF THE U. S.G.A.--Penalty for breach of this rule is disqualification.

RULE 6.—If the player's ball strike himself, or his clubs, or caddie, or if in the act of playing the player strike the ball twice, the penalty shall be one stroke.

RULING OF THE U.S. G. A.—If the player's ball strike a forecaddic, it is a "rub of the green."

RULE 7.—If a competitor's ball strike the other player, or his clubs or caddie, it is a "rub of the green," and the ball shall be played from where it lies.

Rule 8.—A ball may, under a penalty of two strokes, be lifted out of a difficulty of any description and be teed behind the same.

Rule 9.—All balls shall be holed out, and when play is on the putting green the flag shall be removed, and the competitor whose ball is nearest the hole shall have the option of holing out first, or of lifting his ball if it be in such a position that it might, if left, give an advantage to the other competitor. Throughout the green a competitor can have the other competitor's ball lifted if he find that it interferes with his stroke.

RULING OF THE U. S.G.A.—Penalty for breach of this rule is disqualification. Either player may judge whether the balls as they lie give the other an advantage. If a ball at rest be caused by any agency outside the match to roll into the hole, the ball shall not be considered as holed out in the previous stroke, but shall be replaced as nearly as possible in the same position as occupied before it was displaced. Should a competitor hole out with a ball other than his own, he shall be disqualified, unless he can go back and resume play with his original ball, or, failing to find it, return as nearly as possible to the spot where it was last struck, tee another ball and lose a stroke. (Rule 5 Medal Play.)

Rule 10.—A competitor may not play with a professional, and he may not receive advice from any one but his caddic.

A forecaddie may be employed.

RULING OF THE U. S.G.A.—Penalty for breach of this rule is disqualification. Each competitor may have a forecaddie.

Rule 11.—Competitors may not discontinue play because of bad weather.

RULING OF THE U.S.G.A.—Penalty for breach of this rule is disqualification.

RULE 12.—The penalty for a breach of any rule shall be disqualification.

Rule 13.—Any dispute regarding the play shall be determined by the Green Committee.

RULING OF THE U. S. G. A.—Such decision may be finally referred to the Executive Committee of the United States Golf Association.

RULE 14.—The ordinary rules of Golf, so far as they are not at variance with the Special Rules, shall apply to Medal Play.

ETIQUETTE OF GOLF.

The following customs belong to the established etiquette of golf and should be observed by all golfers:

- 1. No player, caddie or onlooker should move or talk during a stroke.
- 2. No player should play from the tee until the party in front have played their second strokes and are out of range, nor play to the putting green till the party in front have holed out and moved away.
- 3. The player who leads from the tee should be allowed to play before his opponent tees his ball.
- 4. Players who have holed out should not try their putts over again when other players are following them.
- 5. Players looking for a lost ball must allow any other match coming up to pass them.
- 6. A party playing three or more balls must allow a two-ball match to pass them.
 - 7. A party playing a shorter round must allow a two-ball match to pass them.
 - 8. A player should not putt at the hole when the flag is in it.
- 9. The reekoning of the strokes is kept by the terms: "the odd," "two more," "three more," etc., and "one off three," "one off two," "the like." The reckoning of the holes is kept by the terms: So many "holes up," or "all even," and so many "to play."
 - 10. Turf cut or displaced by a stroke in playing should be at once replaced.
- 11. The flags or markers should always be replaced in the hole after holing out in such a way as to be easily seen by parties approaching the hole.
 - 12. Loud talking, laughter, and shouting should be avoided.
 - 13. Iron shots should never be played on any putting green.

CLUBS COMMONLY IN USE.

WOODEN CLUBS.—Driver or Play Club.—Used from the tee and through the green where the ball lies sufficiently well. It sends the ball further than any other club. The Bulger Driver is made with the face slightly convex, and is supposed to send the ball straighter than the plain-faced club.

The Brassy (sometimes called Brassy Niblick).—Similar to the Driver, but with the face slightly sloping backward and shod with brass. It elevates the ball higher than the driver, but does not send it quite so far. It is used through the green where the lie is not quite favorable for the Driver. The Brassy is also sometimes made in the Bulger form.

IRON CLUBS.—The Cleek.—The longest driver among the iron clubs. Used through the green or where the distance is too short for the Driver or Brassy.

Iron or Lofter.—Head broader than the Cleek and sloping backward. Used for lofting or elevating the ball when near the green or when an obstacle is to be overcome.

Niblick.—A heavy club with small, rounded head. Often absolutely necessary for extricating the ball from ruts, mud, bushes, and other difficulties.

Mashies.—Somewhat heavier than the Lofter and with a wider face. A cross between the Iron and the Niblick. Often used in approaching. In the hands of an expert a most formidable weapon.

Pulter.—Sometimes made of gun metal or brass, as well as iron. Used on the putting green for putting ball into the hole. Straight-faced and short-handled. Can be used left-handed. The Putter was formerly made of wood, and some players still use wooden putters, but the metal club is usually preferred.

GLOSSARY.

Addressing the Ball. Putting one's self in position to strike the ball. The preliminary flourish of the club before the swing.

Approach. When the player is sufficiently near the hole to be able to send the ball upon the putting green, his stroke is called the "approach shot."

Baff. To strike the ground just behind the ball with the "sole" of the club-head in playing, and to send ball in air.

 ${\it Bagty}$. A wooden club to play lofting shots. Now almost entirely superseded by iron clubs, ${\it Bent}$. Rush, bent-grass.

Bogey. Usually given the title of Colonel. A phantom who is credited with a certain score for each hole, against which score each player is competing.

Bone. A piece of horn or bone inserted in the sole of the club to prevent it from splitting. A variety of substances are now used as substitutes.

Brassy. A wooden club with a brass sole.

Break-Club. An obstacle lying near a ball of such a nature as might break the club when striking the ball.

Bulger. A club with a convex face.

Bunker. Generally any rough, hazardous ground-more strictly a sand-pit. (See Hazard.)

Bye. Any hole or holes that remain to be played after the match is won. They are played for singly, unless the sides agree to make another match of them.

Caddie. A person who carries the golfer's clubs and who may give him advice in regard to the game. A forecaddie runs ahead to mark where the ball falls.

Carry. The distance from the place where the ball is struck to the place where it pitches or first touches the ground.

Cleek, An iron-headed club.

Club. The implement with which the ball is struck.

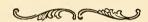
Course. That portion of the links on which the game ought to be played, generally bounded on either side by rough ground or other hazard.

Cup. A small hole in the course, usually one made by the stroke of some previous player.

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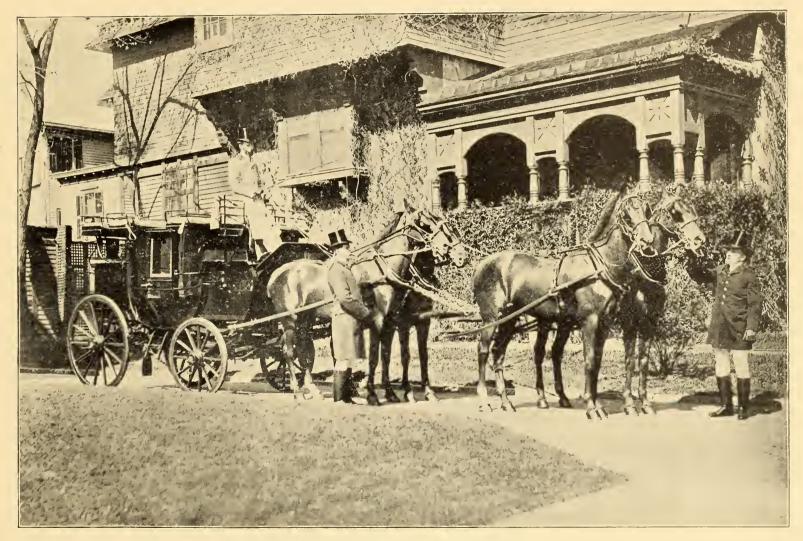
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Dead. A ball is said to be "dead" when it lies so near the hole that the putt is a dead certainty. A ball is said to fall "dead" when it does not run after alighting.

Divot. Piece of turf cut out by an iron club in playing, which should always be carefully replaced. Dormy. One side is said to be "dormy," when it is as many holes ahead as there remain holes

to play. (This word is probably derived from the French, like many Scotch terms.) Draw. To drive widely to the left hand. (Identical in its results with Hook, Screw and Pull.) Driver. See Play-Club.

Face. First, the slope of a bunker or hillock; second, the part of the club-head which strikes the ball,

Flat, A club is said to be "flat" when its head is at a very obtuse angle to the shaft.

Fog. Moss, rank grass.

Footle. A bungling stroke.

Fore! A warning cry to any person in the way of the stroke. (Contracted from "before.")

Foursome. A match in which two play on each side.

Gobble. A rapid straight "putt" into the hole, such that, had the ball not gone in, it would have gone some distance beyond.

Grassed. Said of a club whose face is slightly "spooned" or sloped backward.

Green. First, the whole links; second, the putting-ground around the different holes.

Grip. First, that part of the shaft covered with leather; second, the grasp of the player's hands on the club.

Gully. A gutta-percha ball in distinction from the softer pully ball or "Eclipse" ball.

Half-one. A handicap of a stroke deducted every second hole.

Half-shot. A shot made with less than a full swing.

Halved. A hole is said to be "halved" when each side takes the same number of strokes. A "halved" match is where each side has won the same number of holes.

Hanging. A "hanging" ball is one which lies on a downward slope.

Hazard. A general term for bunker, long grass, road, water, whin, molehill, or other bad ground, (See Rule 15.)

Head. This word is a striking specimen of incongruity and mixed metaphor. A head is the lowest part of a club, and passesses, among other mysterious characteristics, a sole, a heel, a loe or nose, a neck, and a face.

Heel. First, the part of the head nearest the shaft; second, to hit from this part and send the ball to the right hand.

Hole. First, the four and a quarter inch hole lined with iron; second, the whole space between any two of these.

Honor. The right to play off first from the tee.

Hook. See Draw.

Hose. The socket in iron-headed clubs into which the wooden shaft fits.

Iron. A club made of the material its name implies, with the head more or less laid back to loft a ball. A most deadly weapon in a good player's hands.

derk. In "jerking," the club should strike with a quick ent just behind the ball, thus sending it up in the air.

Lie. First, the inclination of a club when held on the ground in a natural position for striking; second, the situation of a ball, good or bad.

tike. See under Odds.

Like-as-we-lie. When both sides have played the same number of strokes.

Links. The open downs or heath on which golf is played.

Loft. To elevate the ball.

Long Odds. When a player has to play a stroke more than his adversary, who is much farther on—that is, nearer the hole.

Made. A player, or his ball, is said to be "made" when his ball is sufficiently near the hole to be played on to the putting green next shot.

Mashie or Mashy. A club which, both in its make and its uses, is a compromise between the Niblick and the Iron.

Match. First, the sides playing against each other; second, the game itself.

Match Play. Reckoning the score by holes.

Medal Play. Reekoning the score by strokes. The usual method in championship contests.

Miss the Globe. To fail to strike the ball, either by swinging over the top of it, or by hitting the ground behind it. It is counted a stroke.

Neck. The crook of the head where it joins the shaft.

Niblick. A small, narrow-headed, heavy iron club, used when the ball lies in bad places, as ruts, whins or sand.

Nose. The point or front portion of the club-head.

Odds. First, means the handicap given by a strong player to a weaker in a single match, consisting of either one, two, three or more holes to start with, or one stroke per hode, or every alternate hole, or at every third hole, etc.; second, to have played "the odds" is to have played one stroke more than your adversary. Some other terms used in counting the game will be most easily explaned here altogether. If your opponent has played one stroke more than you—that is, "the odds"—your next stroke will be "the like;" if two strokes more—that is, "the two more"—your next stroke will be "the one-off-three," and so on.

One-off-lwo, One-off-three, etc. See under Odds.

Play-Club. A wooden-headed club, with full-length shaft, more or less supple; with it the ball can be driven to the greatest distance. It is used when the ball lies well.

Press. To put too much force into a stroke in the endeavor to send the ball far. To hit too hard and thus lose accuracy.

Pull. See Draw.

Pull. To play the delicate game close to the hole. (Pronounce u as in but.)

Puller. An upright, stiff-shafted, wooden-headed club (some use iron heads), used when the ball is on the putting green.

Putting Green. Technically, the ground in all directions within twenty yards of the hole, except hazards. Practically that part of the green around the hole kept smooth and trimmed, usually much smaller.

Rind. A strip of cloth under the leather to thicken the grip.

Rub on the Green. A favorable or unfavorable knock to the ball, for which no penalty is imposed, and which must be submitted to. (See Rule 22, and Medal Play Rule 7.)

Scare. The narrow part of the club-head by which it is glued to the handle.

Score Play. See Medal Play.

Sclaff. When the club-head strikes the ground behind the ball, and follows on with a ricochet. Screw. See Draw.

Scruff. Slightly razing the grass in striking.

Set. A full complement of clubs.

Shaft. The stick or handle of the club.

Slice. To hit the ball with a draw across it from right to left, with the result that it flies to the right.

Sole. The flat bottom of the elub-head.

Spoons. Wooden-headed clubs of three lengths—long, middle and short; the head is scooped, so as to loft the ball. Now almost entirely superseded by iron clubs.

Spring. The degree of suppleness in the shaft.

Square. When the game stands evenly balanced, neither side being any holes ahead.

Stance. The position of the player's feet when addressing himself to the ball.

Steal. To hole an unlikely "putt" from a distance, but not by a "gobble,"

Stroke. The act of hitting the ball with the club, or the attempt to do so.

Stymie or Stimy. When an opponent's ball lies in the line of a player's "putt" and more than six inches from his ball, forcing him to loft over or play around it.

Swipe. A strong, full, driving stroke that sends the ball a great distance.

Tee. The pat of sand on which the ball is placed for a drive. Portable tees are also made of rubber, paper, and various other substances.

Third. A handicap stroke deducted every third hole.

Toe. Another name for the nose of the club.

Top. To hit the ball above its centre, thus sending it along the ground.

Two-more, Three-more, etc. See under Odds.

Upright. A club is said to be "upright" when its head is not a very obtuse angle to the shaft, Waggle. The preliminary flourish of the club over or behind the ball before making the stroke.

Whipping. The pitched twine binding together the head and shaft of wooden clubs.

Wrist Shot. A short stroke made in approaching, less than a half shot. Generally played with an iron club.

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